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SOME OF THE  
BULLDOGS!

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# **ELECTRONIC GAMING MONTHLY**

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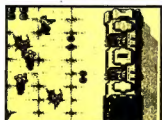
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September, 1991**







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# ELECTRONIC GAMING MONTHLY

*The Last Word On Video Games*

## DEPARTMENTS

### 8 Insert Coin

Ed introduces EGM's gold and platinum Editors' Choice awards!

### 10 Interface

Readers sound off on subjects ranging from the Super NES to the Turbo to the SMS.

### 16 Review Crew

The Crew cuts into the latest softs on all the systems.

### 26 Software Calendar

EGM and Vic Tokai present the games of September.

### 28 Gaming Gossip

Quartermann has heard some very juicy gossip & wants to share!

### 144 High Scores

Check out the latest Team contest and see who has the highest scores.

### 146 Game Over

The credits roll for the best Genesis game yet - Sonic the Hedgehog!

## FEATURES

### 30

#### EG Express

The Game Genie is legal! Check it out along with the Game Action Replay!

### 34

#### International Outlook

EGM has the first photos of all new softs for Sega's Mega-CD-ROM!

### 44

#### Super Fami Times

E.D.F by Jaleco, and two racing games are coming!

### 46

#### Next Wave

Get a sneak peek at the new games of tomorrow for all machines!

### 56

#### Tricks of the Trade

Secret codes and tremendous tips that have not been seen yet!



*Nove over Super Nintendo! Sega's new Mega-CD-ROM is coming and it promises to do even better tricks!*

### 67

#### Turbo Champ

Scope out the special 16 page insert on what's hot for the Turbo and CD.



*Super R-Type could be the best shooter ever!*

### 85

#### Altered Space

It's 16 pages detailing the mazes of this complex soft!

### 102

#### Behind the Screens

EGM goes to Japan to learn the story on Sonic!

### 104

#### Nintendo Player

EGM details Shatterhand, Pool of Radiance and Trog for the old trusty NES!

*Jaleco has a phenomenal sleeper coming in Shatterhand for the NES!*

### 110

#### Super NES Times

Super Bases Loaded, Super R-Type and more!

### 118

#### Outpost: Genesis

It's the first data on the U.S. version of Shining in the Darkness. Also, Raiden, Hockey, Arcus Odyssey and St. Sword.

### 128

#### Game Boy Club

Bart Simpson and Blades of Steel are the hot softs!

### 132

#### Gear Up!

Slider, Solitaire Poker and the first 3rd party GG soft - Devilish by Sages Creation.

### 138

#### Sega Masters

Donald Duck makes his 8 bit debut!

### 142

#### Super Play

It's the last few levels of the phenomenal Kabuki.

#### COVER:

*Sega's revolutionary Mega-CD-ROM is the best around!*







# WATCH THE





# IS SPACE



## STARFLIGHT

Coming To A Galaxy Near You.  
Oct. 7, 1991.

Meanwhile, 500 copies of this John Berkey illustration are now available as a limited edition poster. To order your poster call 1-800-245-4525 anytime in the USA and Canada. \$6.50 plus shipping and handling. VISA/MasterCard/Discovery cards accepted.

SEGA  
**GENESIS**

ELECTRONIC ARTS

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# EGM

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PERIODICAL

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insert coin

## EGM PIONEERS EDITORS' CHOICE AWARDS!

How many times has this happened to you? You want to buy a game and you're at the store. You look at the boxes and from the information printed on the package - game description and screen shots, you buy the cart. Only to find out that it's too easy, or it just wasn't what you expected. That's \$50+ down the drain. If it's any consolation, you're not alone. I'm reading dozens of similar letters each week. What makes it even worse is the fact that many of you are not buying these softs blindly. Quite a few players are getting the carts after reading a review from the 'experts'. But the problem is that many of the reviews are either always great or noncommittal. How many times have you read the overused phrase "...if you like these types of games...then you'll like this one." It's great for the magazine as the game manufacturer won't get upset, but the reader is left out in the cold.

We've taken our lumps for our honesty. In the past we lost advertisers because we gave one of their carts a less than average rating. But what we lost in ads we gained in loyal reader support. And your support helped us grow to be the best (and the largest) magazine in the industry. The advertisers have come back because you have told them that you read EGM. How? From our reader response cards that you fill out, for one. Each month these advertisers get a list of thousands and thousands of players that want more info on their products. Also by company 'focus groups'. This is the best test. Bring in a couple dozen players and put the game magazines on a table. Later they ask the players to rate the mags. And the answer...EGM. We've been honest, and you've been honest in your opinions. For this we thank you.

One of the many reasons why you buy our magazine is for our honest, multi-person review crew ratings of the new games. We have four players review every game, and each has his own particular likes and dislikes. Over time you will probably find yourself agreeing with one or another, and can take his numbers to be similar to what you would rate the game. But when all four agree that a certain title is great, then that cart is really outstanding.

These exceptional carts are now getting special attention. If the sum of all four of the reviewer's numbers is between 32 and 35 (all 8's or better) the company will be awarded a gold Editors' Choice Award. If the game gets a 36 rating (all 9's) they will get a platinum award. The company can then use these awards in their advertising, on their packaging or anywhere they see fit.

The one thing though, when you see the award you know it means something. No candy coating, and not the opinion of a single person, just the straight story from four players who are hard to impress.

**Ed Semrad  
EDITOR**



**Look for the gold or platinum Editors' Choice award on  
the BEST games and products in the industry!**



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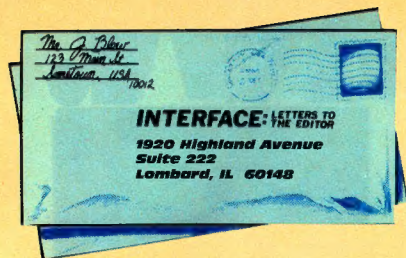
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Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: Interface:Letters to the Editor, Sendai Publications, 1920 Highland Avenue, Suite 222, Lombard, IL 60148.

## EGM & DESERT STORM..

I am a 29 year old Sergeant in the United States Marine Corps, and I have just recently returned from the Persian Gulf region. While I was there I had my M16 and a gas mask to do battle. I also had an Atari Lynx and a supply of EGM to combat boredom. All four items were life savers. I would like to thank you for your support and kind offer that appeared in the July

*(Ed. Thank you for the kind words Chris. We here at Sendai are very proud of our troops who risked their lives to maintain peace in the world. The news was on constantly here at the offices and more often than not we would be watching the TV for the latest Gulf info. Congratulations for a job well done!*

*As we stated in the editorial, if anyone who served in the Persian Gulf wants a subscription to ANY of our*

issue of your magazine. You can have the best weapons money can buy, and you can have the strongest generals to lead the battle, but if the troops aren't motivated to fight, the war is lost. Well, I would like to say to you and all of America that gave us their support: "THANKS FOR THE MOTIVATION."

**Sgt. Christopher C. Sheets**  
Dallas, GA

publications, just send in a request on your company's letterhead and we will take 50% of the subscription price. It is the least we can do to show our appreciation for your unselfish dedication.)

## GAME GENIE IS LEGAL...!!

First of all, I would like to congratulate you on your totally awesome mag! It blows the others away! But I have some questions on the Game Genie. I've heard that the Genie shortens the life span of a game. What does that mean? And does the Genie damage the system? How much does it cost? And would you recommend getting it? Thanks!!

**Sven A. Blomsterberg**  
Austin, TX



The LEGAL U.S. Game Genie!





I've heard a lot about Camerica's Game Genie. I am planning to buy it when I go to Canada next year. Is there any way it will be released in the U.S. before then? Give me some info.

**Ian Miller  
Edison, NJ**

*(Ed. Well guys, there's great news! Galoob won the lawsuit against the big N. That means within a month everybody here in the U.S. will be able to go to their local game store and buy this exceptional product!*

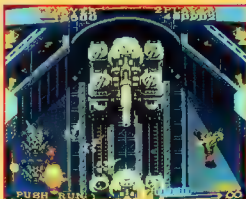
*Regarding the statement that the Genie shortens the life span of the game, it could. Not physically though. It won't burn out the game chips nor hurt the game system. But, if you type in an invincibility code and run through the game in 15 minutes when it would take you 3 days playing it normally, the 'life span' (meaning how long you would play the game till you beat it) is shortened.*

*The suggested list price will be \$50. And would we recommend buying it? You bet! We are 100% behind this phenomenal device!*

## **MORE SUPERGRAFX...!**

I think your coverage of systems and game reviews puts the others to shame. As the proud owner of a SuperGrafx I would like to know why you don't cover this awesome machine? Is it because of the lack of software? Are there more games coming?

**Anthony Zubin  
Oxnard, CA.**



**1941 has just been released for the SuperGrafx!**

*(Ed. We agree with you that this is an exceptional system. It is really too bad that more companies in Japan aren't supporting it. One new game every 4 months is not very good.*

*Even though EGM is the largest magazine in the industry, and consistently runs more pages each month than anybody else, space is always a problem. We will continue to offer the biggest and the best international coverage anywhere, and that is where you'll find out about the new SuperGrafx games. For even more SG info though, check our sister publication - Super Gaming, as that mag is devoted to the international softs.)*

## **NUDITY IN STORMLORD?**

*I hate to bother you with this again, but back in issue 22 you said that Razor Soft will put clothes on the fairy in Stormlord. Another magazine said that Razor Soft won't compromise. I would like to believe you but for the record, who is right?*

**Rod Saxon  
Ashland, AL**

*(Ed. You doubt us? This is an easy one to answer! We are. The fairy will be wearing a flesh colored bodysuit when the cart gets to the stores.)*

# **ToeJam and Earl<sup>TM</sup> are trying to get away from the weirdest creatures in the universe.**



## SEGA BASHING...?

I don't mean to complain, but in recent issues I have noticed quite a bit of "Sega-Bashing." For instance I notice that you always compare Super NES games to Genesis games but you never compare Genesis games to Super NES games. How would you compare Sonic to SMB 4 and Streets of Rage to Final Fight. And lastly, your review of Sonic was outrageous. The way you raved about it, it sounded like it would get a 10. What brought it down to a 9?

Jason Melby  
Canoga Park, CA

*(Ed. Sega Bashing? Not us! While we may compare S-NES games to Genesis games, it is not because the Sega games are being picked on. Rather, we are comparing a new game with the best on the market at the present time. In some cases the S-NES game, because it is being run on hardware which does cool tricks, will be better than the Genesis game, but in other instances because Sega*

*has more experience programming for their system the Genesis game will be better. Such was the case with Final Fight vs. Streets of Rage. Our Review Crew numbers of each game were run side by side just to show which is better.*

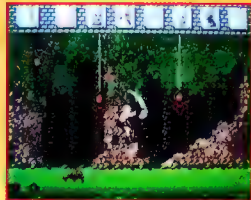
*As to giving games, like Sonic, a 10, we are very hesitant to give any game a perfect rating. While the 10 was used in the past, we have since then, refrained from calling a cart perfect. It may happen someday but for the meanwhile 4 9's will be the best any game can hope to get.)*

## GREAT TURBO COVERAGE!

In issue 19 your Turbo insert was the best one yet! While that was 6 months ago there were photos of new games in there that the other mags have yet to cover! Even the all Turbo fanzine can't come close to keeping us up to date on new products. Since you get the news first, what can we expect to see in the future?

Rafael Hinjos  
Chihuahua, Mexico

*(Ed. You're really going to like this issue Rafael! No wimpy 2 page buyer's guide here. How about 16 pages of new, never before seen, Turbo games? Our Contract Publishing Division, in cooperation with NEC and all of it's licensees, has created a new Turbo Champ supplement and, like the previous one, we get a glimpse into the near and distant future of the TurboGrafx 16, the TurboExpress, and their CD-ROM peripheral. All of the new software is described and shown and, as usual, it's only in EGM - the authoritative resource of video games!*



**Shape Shifter, with multilayered backgrounds, is coming for the TurboGrafx!**

# Earthlings.





## SEGA CD-ROM UPDATE...!

I'm sold! Sega has really shown everybody that they are solidly into games with their well designed and thought out MEGA-CD-ROM. Does it really have 6 meg of RAM? Awesome! I can't wait till it comes out over here. It is going to make the Super NES look like chopped meat! Tell us more! What games are coming out?

**Erik Applegate**  
San Diego, CA

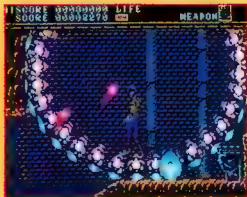
You couldn't believe how excited I got when I saw the **REAL** picture of the Sega CD-ROM on your latest cover! I couldn't wait to read all about it and you didn't disappoint me! As usual you had the info first and that's why I buy your mag. Can you keep us up to date each month as you did with the Super Famicom? How about a Mega-CD column?

**Jesse Purcell**  
Wichita, KS

I knew you guys would be the first with the actual info on the Sega CD-

ROM! It sounds like it will update the Genesis hardware to a point where it will surpass the features of the Super NES. Tell me it will! How about some game screens now? The others will take forever before they get the details. No! One will acknowledge its existence in Sept., the second in October and the last not till June because they only talk about U.S. products in the stores. Keep up the great work!

**Telly Perez**  
New Haven, CT



**Earnest Evans, an Indiana Jones-type quest game by Wolf Team will be one of the first Japanese Mega-CD games!**

(Ed. New information on the phenomenal Mega-CD-ROM is coming in weekly from our World Net™ sources.

First there are a few new specs you'll want to know. The access time has been clocked at a minuscule 1 second! Also, since the Mega CD-ROM has memory to burn, Sega has allocated 1 megabit just for the instructions on how to operate the unit! And, the sound specs are among the best ever! Sampling is at 32 KHz and there is an 8 times over sampling digital filter! That's better than some home players! Graphically, the new MC68000 will be able to do a lot of cool tricks like biaxial rotation, enlarging, shrinking, zoom, fade in and out. All in hardware rather than in software as it is now being done!

Check out our International Outlook section in this issue for game screens and more info. As you will see, the first games to come out will be heavy-duty military simulations and RPG's. All in Japanese. For this reason, Sega of America is holding back on releasing it over here until developers can finish up on the U.S. CD's.

Check it out. ToeJam and Earl are two hip hoppin' aliens in a most serious jam. They're stuck on Earth.

So keep your eyes and ears peeled for a couple of rappin' aliens gettin' busy in a new game. Only on Genesis. They'll be the ones getting chased by the mad dentist, the crazed shopper, a nerd herd and every other Earth-freak around. You can't miss 'em.





First of all, I must congratulate you on a great magazine. I think, excuse me, I know that your magazine is the best out of all the magazines that are out. I look at all of them in the stores and if one looks like it has something new, then I'll buy it. Yours has gotten to the point where I'll buy it every month.

One thing which disturbs me is when another magazine lists a game as an exclusive or uses words that tells the reader that they can see it there first. I admit, it catches my eye, but after checking it out I find it is something that you have covered months ago. Aren't there laws against that. Also how can others run the same inserts that are obviously ones that you created and ran in your mag? Do they think the players don't know who covers a game first?

through 1991 and into 1992. Response from the industry is equally as positive, and as our Contract Publishing Divisions staffs up to meet the demand, you will see multiple inserts and supplements each and every month through the end of the year! And they are all free to the readers! Can't complain about that! No Sega insert yet? Wait till next month. You'll need two hands to carry our October issue!

I need your unmatched wisdom of foreign games to help me out. I have all the good U.S. games and I want to get some cool looking Japanese games. Can you preview more good MD games that won't come out over here? And since MD games are \$20+ more than the same Genesis game, make sure that you tell us if the game will come out in the U.S.

**Matt Hults**  
**Bloomington, MN**

One company that advertises in your magazine is listing an 'uncensored' Mega Drive version of DJ Boy. What's the difference?

**A. Patrick O'Gorman**  
Hustisford, WI

(Ed. Our international section previews each month, the best games from across the ocean. Unfortunately we can not say with certainty whether they will ever come out in the U.S. That's the chance you have to take with buying foreign games. The Japanese version of DJ Boy has racial scenes that would be frowned on here in the U.S.)



I just had to drop you a note telling you that I like the changes that you are making to your magazine. The best change are the inserts you run. While I may not be interested in every one that you run, at least they have variety and are different each issue. The ones that I did like (NEC, Lynx and EA) were thorough and complete and show a lot of new games and info. Keep them coming! You haven't done a Sega one yet.

**Drexel Hoffman**  
**Collinsville, OK**

(Ed. We agree with you that it is confusing to see a game in one magazine one month and then as a 'first' in another mag the next month. We got a good chuckle about the Ninja Gaiden 3 claim but hey, as the industry tightens it's belt, and the other mags can't keep up with us in size (even those with unrelated computer coverage) some will do anything to try to get more attention. The irony of it is that they aren't fooling the readers.

*The reader response to our inserts and supplements has been overwhelmingly positive! After reading hundreds and hundreds of your letters, we are very excited about the inserts and supplements planned*

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## ABOUT OUR RATINGS:

- 10 = Perfect
- 9 = Outstanding
- 8 = Excellent
- 7 = Very Good
- 6 = Above Average
- 5 = Average
- 4 = Fair
- 3 = Poor

STEVE

Steve has been hard at work looking for the real meaning of Christmas this month. He has yet to find it, but the magic month is approaching and he wants a MD CD-ROM.

ED

Ed has been trying to get through Super Ghouls and Ghosts for the last few days. Zelda 3 is his main project though as he likes the quest type games the best.

MARTIN

Our number one player has been mastering some of the new Super Famicom shooters like EDF and Dimension Force. His favorite still is Super R-Type.

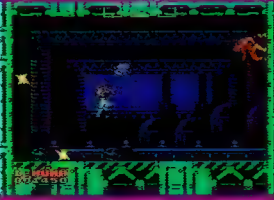
SUSHI-X

Sushi-X has been quite busy testing out the new technology in arcade games. Virtual reality, Sega's holography, and DVI are the games he's excited about.

Nintendo - Jaleco

## Shatterhand

Type: Action Release: Now  
Levels: 7 Difficulty: Avg.



Shatterhand really gives a definition of the term "fists of steel". The world is under the control of a hostile group of power-crazed conspirators, and you have to stop them. Collect coins to purchase health and 1 ups and collect symbols to get specialized robot drones that each contain a unique weapon that does devastating damage. The fate of the world depends on your skills and strength.

Shatterhand represents one of the rare games that has tried and true theme but then supplanted it with a compliment of top graphics, sound, action and easy technique. The game may have some familiar features, but the package is totally unique. Bravo Jaleco!

It's going to be a no name sleeper and you can't afford to miss this great cart. Nothing new here but everything is just done so neatly. And when that happens you end up with a game that is a joy to play. One of the best games to come along in quite a while.

Finally another decent game came out for the Nintendo Shatterhand! Its been a long time since I've played a game that offers the graphic, sound, and game play that this game offers. It's a 9 completely intense power-ups. However is a bit too easy.

Shatterhand is mind-shattering! The developers at Nintendo are obviously behind this one. The play and control are reminiscent of Shadow of the Ninja, another awesome game. The graphics are nice and the control is excellent, and the music rocks! I hope to see more titles like this.

Nintendo - Jaleco

## Bases Loaded 3

Type: Sports Release: Now  
Levels: NA Difficulty: Avg.



Jaleco will soon produce the third installment of their hit series, Bases Loaded. The game is played in a behind-overhead perspective. The game contains many improvements over the previous version in all aspects of the game. Other things that this cart contains is a mode that you can switch off the music and sound effects. The stats and names of the players can be changed as well. Fans of the originals rejoice.

While I'm a big fan of baseball games, this update to the original Bases Loaded seems slightly unnecessary to me. The game's progression is not that outstanding and the graphics, setup and execution each require a longer-than-average curve to learn. I pass.

I like baseball games and they have improved dramatically over the last year. But the only reason to bring out a new version is there are MAJOR improvements. The game is slightly better than BL2 but this version is hard to get used to. It's not a bad game, but not revolutionary.

Bases Loaded 3 looks just like Super Bases Loaded for the SNES. However, the graphics and game play aren't as good as BL2. The reverse perspective doesn't work when you are hitting and fielding the ball. The idea was good to revamp BL2 but it just didn't work.

Bases Loaded 3 is an example of a game that seems to have been rushed through production. The game play is not spectacular and not as good as BL2. The graphics are better and smoother than that of their SNES version. The other improvements are minor and not spectacular.

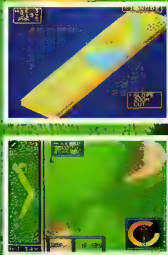


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## Super NES - Enix Actraiser

Type: RPG Release: Now  
Levels: 19 Difficulty: Avg.



Take the role of an angel who must force back the clutches of evil so that your people can prosper. First you'll need to settle your land so that you can start your village. Fight out battles in furious side-scrolling panoramas and bring forth civilizations in an overhead perspective. The more land you can claim for your people, the more power you will attain and the more creatures you can cut down.

This game is the perfect melding of Populous and Castlevania, with strategy segments that lead into incredibly detailed action sequences. The building sections are straight-forward enough and while the battle scenes lack power-ups, the detail in animation and sound is amazing.

I like quest games and this is the best ever made. The game play is perfect, not too hard to make it frustrating but challenging to make it difficult. Graphics and audio are what the S-NES is all about... superb. Finding a game better than this is going to be hard to do.

This game is one of the best games that is out for the Super NES. the graphics and sound are incomparable to all others, and the music is absolutely awesome! Not only is the game a intense action game but it has a little RPG in it which makes the game fun.

Truly awesome! This is the quest/RPG game which all others will be compared to, no matter what system the game is on. Unbelievable music which is a soundtrack rather than just random songs. The graphics are spectacular and the quest challenging.

## Super NES - Irem Super R-Type

Type: Shooter Release: Nov.  
Levels: 7 Difficulty: Avg.



The Bydo empire is back, and this time in 16-bit S-NES style. Your task is to pilot the R-9 attack cruiser into the very center of the empire and take out the ultimate ruler once and for all. The Cruiser can be equipped with a special pod that can produce many devastating attacks such as reflector lasers, flaming balls, and ring lasers. Hold down the attack button for a major blast or hold it longer for even more power!

Super R-Type is a hodge-podge of the very best from both the arcade games with a lot of new material thrown in for good measure. It's vintage R-Type with incredible graphics, sharp weapons and awesome enemies. It's too easy and too short, but the trip is spectacular.

Easily the best S-NES shooter on the market. But, it appears that it is too good. Whether the massive slow-down is due to the slow CPU in the S-NES or inexperienced programmers, it is hard to stomach. Stunning graphics, fantastic weapons and huge bosses make it a sight to see though!

Super R-Type is great. the sound to this game is incredible and the music tracks go on and on. The game play is what hurts the game a lot because it suffers from slow down and there is some flicker. If this game played like a Thunder Force 3 or a Gaiarses it would be a definite 9.

Super R-Type is an amazing shooter with one minor flaw: slow down. After that, it's great! All of the power-ups, HUGE bosses, and amazing music are all here with more to spare! Any shooter fan should love this up, but be warned, it's a little easy, too. At least there's a difficulty mode!

## Super NES - Nintendo Pilotwings

Type: Sim Release: Now  
Levels: 8 Difficulty: Avg.



The first breed of Simulator on the S-NES. Take control of many different vehicles and items that will challenge every piloting skill that you can muster. Take control of an ancient biplane. Learn to control your weight while suspended from a parachute. Perfect your hang gliding skills. Even steer the power of a jetpack through a very taxing obstacle course! A treat for all simulator fans everywhere!

This game is less of a game than it is a show-off cartridge for what your Super NES can do with its scaling and rotation. For the great majority of the game, you're against yourself in various weird craft testing skills of aviation in a flat pseudo-three-dimensional universe. Pretty good!

Yes, it looks good, and it does things no other home game has ever been able to do but when it gets down to it, the actual game is rather thin. I'm tired of the game's scaling and rotation after the first hour and then started looking for the challenge, which never appeared.

Pilot wings doesn't have the graphics and sound that other Super NES games have but the game gives a whole new light to flight simulation. I like the different things you can pilot and the jet pack is my favorite. The best thing about this game are the really cool wipe outs you have.

Pilot Wings is a cool show-off game for the Super Nintendo's new Mode 7 scaling and rotational capabilities. The challenge is high, and it even has a touch of humor. Try landing without opening your parachute! Hilarious! I hope Nintendo makes a sequel to this one.



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## Genesis - Sega Super Volleyball

Type: Sports Release: Now  
Levels: NA Difficulty: Avg.



The latest and improved version of the hit cart Super Volleyball will soon be back on the Genesis. Use your spikes, sets, bumps, and other agile movements to work your way through the championships and end up with the trophy. Choose your team out of a number of different foreign teams that have many different strengths and weaknesses. Have a friend over and compete with them for more added fun.

This game gets a couple of strikes right out of the game. First, the theme is not exactly at the top of anyone's list. Secondly, the game play is entirely two-dimensional, an incredibly bad trait for any "sports" simulation. It's topped off with control that leave much to be desired.

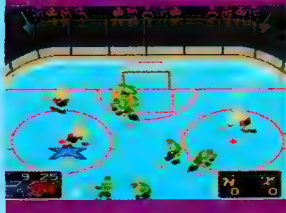
Certainly not one of the best games I have ever seen on this system. The graphics are flat and game play isn't fun. It's far too easy, and lacks...everything it looks more like a Game Gear than that one for the Genesis. Nuff said.

I wasn't impressed at all with this volleyball game. I know that this is the first volleyball game for the Genesis but they could have done a better job. The game is fun when you first start playing it but it gets old really fast because the game play is repetitive and easy to master.

Super Volleyball is a waste of the Genesis! Although the idea is good and the execution is okay, there is no reason that this title couldn't have been in 3D. The 2D perspective take away much of the imagination and causes Super Volleyball to be repetitive and boring.

## Genesis - Electronic Arts NHL Hockey

Type: Sports Release: Now  
Levels: NA Difficulty: Avg.



Electronic Arts' latest addition to the Genesis' sports arena is a hockey simulation. You have your choice of NHL Teams, each with their own stats for each individual player. Hit the ice in a furious, action packed cart that contains all the grunts, groans, and crunches of the real game. Be careful, if you get into a fight you'll be sent into the box. Two player is even more exciting. Instant replay included!

EA strikes again with another intense sports game that not only captures the essence of the sport it's recreating, but also throws in many video game elements to really make the game explode! Awesome graphics and incredible play combine to make another great EA sports game.

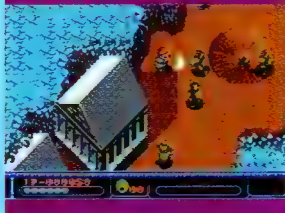
EA strikes again! It is beginning to look like sports games are their specialty. This is hockey. Better than anything on any system and even the computers. EA won the Madden vs. Montana football battle and from what I saw, Sega shouldn't even try their hockey. This one can't be beat.

Now this is the kind of sports game I would expect to see on the Genesis. This game is awesome. The graphics are a great and the game play gives you the effect of actually skating on ice. They even added a cool extra replay mode that is cool. I like the rewind mood.

NHL Hockey is awesome! The instant replay is the best feature to be placed in a sports game ever! I hope EA decides to place it in all of their upcoming titles. Anyway, it's a near perfect blend of graphics and sports action. The only complaint is the slightly difficult play control.

## Genesis - Renovation Arcus Odyssey

Type: RPG Release: Now  
Levels: 8 Difficulty: Avg.



Off in a distant time period, two forces clashed. Good and evil. They were in the form of Lealy and the evil sorceress Castomira. Evil had lost this confrontation and was striped of its power over the land. However, Castomira is starting to rise again in the land of Arcus. and now you and a group of warriors are sent to destroy her once and for all. Parallax scrolling and a great sound track are in this Gauntlet style cart.

Take the animation routines from Final Zone and throw in some RPG overtones and you get this new entry from Reno. While they've mastered the control problems that plagued the earlier effort, the seek and find theme and lack of real confrontation left me cold. Will appeal to some, however.

Arcus is a good change from the run-of-the-mill Sega games that have been coming on recently. I like the two player version and that alone makes the game worth while. Throw in plenty of action and a funky 3-D perspective and the game comes out good. Control takes some practice.

The game is cool!!!! It has 8 levels of 8 Meg power and the graphics are great. You have a choice of four different characters to play from and I love the Two player simultaneous mode. They are let down in this game is that it is a bit too easy and the end came much too soon for me.

Arcus Odyssey is a little frustrating at first, but the gameplay becomes better as you go along. It's not a spectacular game, but it reminds me of that cool movie, Elemental Master for the Mega drive. The 3D perspective here doesn't help the game, but it adds a touch of style.



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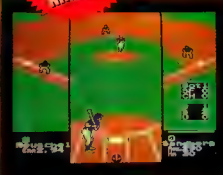
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## TurboGrafx 16 - Working Design Parasol Stars

Type: Action Release: Oct.  
Levels: 6 Difficulty: Mod.



The third installment in the Bubble Bobble trilogy will soon be coming to the Turbo from a new company - Working Design. You are sent to rid a planet from a horde of nasty creepizoids that have overridden the planet. Use your Parasol to pick up enemies to whip them at the other creatures. Bubbles that appear can be collected for a truly mega blast of intense water! Good scrolling and cute graphics accompany this cart.

With Parasol Stars you get a game that displays some ties to Bubble Bobble and other late games, gives you plenty of levels to conquer and then throws it all together in a package that does you little to create any real excitement. Stars is too repetitive and just isn't much fun.

Once in a while I like a game that is mindless fun. I don't have to think about strategy, and can just plow ahead having fun in the process. The younger players will have a blast with this one as that seems to be the target audience. Not for the die-hard action players.

Parasol Stars, Or should I say Bubble Bobble 3, isn't not that bad of a game. I mean the graphics are decent and the game play is good, but the thing that makes it so good, is that it's fun. It isn't really hard, but the length of the game makes up for that entirely. Very Decent!

Parasol Stars is a perfect sequel to Bubble Bobble. As Bubble Bobble 3, Parasol Stars makes you the owner of magical umbrellas and you throw enemies and bubbles instead of blowing them. Cool idea, but it's a little too easy. After you master the simple techniques, it's all over.

## GameBoy - Konami Castlevania 2

Type: Adv. Release: Nov  
Levels: 5 Difficulty: Avg.



The first Castlevania on the GameBoy proved to be the most memorable. Soon, the sequel to the ever popular game will be coming out! The quest is in similar design to the previous cart. Though this time, the quest is larger, and there are more hidden items and bigger, badder bosses. Some characters are the same as well as new ones. And all the power ups are retained to make this the best cart yet!

This is about as good as an action game can get on the GameBoy. Those who can't remember with the original GB version will find A LOT in common with the sequel that doesn't diminish the payoff of a game with rich backgrounds, detailed characters and fast-paced play techniques.

Don't expect anything new here. This isn't a sequel, it is a continuation of the first game. Really everything is the same. That's not bad as the first was such a great game. Players will like this version as, for the first, the game play is great, as are the graphics and challenge.

The second Castlevania adventure for the GameBoy is even better than the first. The graphics are top notch, the music is really cool and the game play is awesome with more power-ups, hidden rooms and special techniques than the first. One of the best carts available for the GB.

Castlevania 2 is marvelous, but short. Like a typical GameBoy game the graphics are nothing to write home about, but they do for now. The music deserves the same comment, it's a shame that this is a challenging game! All Castlevania fans will love it! I did.

## Lynx - Atari Turbo Sub

Type: Shoot Release: Oct.  
Levels: 6 Difficulty: Avg.



The next card up for the growing line up of lynx game is Turbo Sub. Guide your special attack cruiser through enemy infested territory. But not only will you be able to do battle in the sky, but you can also dive under the sea any time you want to really shell it out. Many attack fighters and enemy sea monsters will attack you mercilessly. The action is viewed in first perspective and the action never stops.

While Turbo Sub boasts some dandy themes, the execution of each of the different elements in Turbo Sub is a bit haphazard. Flying above and below the water with popping off enemies is neat, but the play mechanics that are employed remain a bit haphazard. Not bad though.

If this is a sample of the new Lynx games then Atari is going to sell a lot of systems. The animation is great and the sound is spectacular. It's about time that the games got better. It's a fun game that plays well. The in-and-out of water sequence is exceptionally well done.

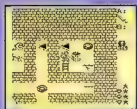
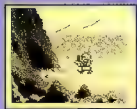
Well I have been waiting for another good game to come out on the Lynx and I think this one is it. The best thing about the game is that there are some really neat animation, and the game play is good, making the game very fun. I hope the guys at Atari will make more games like this.

Turbo Sub is a cool Lynx game. Now those are three words you rarely see in one sentence, but it's true. If the incredible scaling doesn't rope you in, perhaps the ability to dive under water and take off for the sky at anytime is variety enough for you. I like the windshield wipers...



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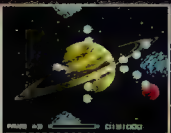
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Jaleco - Sports

**Super Mario World**  
Nintendo - Action

**Super R-Type**  
Irem - Action

# EXTRA! EXTRA!

## Congratulations to the Vic Tokai contest winners!

In the April issue of Electronic Gaming Monthly, Vic Tokai presented the Vic Tokai Giveaway. The grand prize winner was Gale Koeing from Montrose, AL. Gale won a cool, new mountain bike and the NES game, The Krion Conquest. Good work Gale! In the June issue, the Vic Tokai Scramble debuted and was a hit with EGM readers. Thanks to all who responded and hats off to the winners (listed on the opposite page)!!!!

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**Crystal Quest**  
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**Fastest Lap**  
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**Final Fantasy Adventure**  
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**Final Fantasy Legend 2**  
Square - Adventure

**Gauntlet 2**  
Software Toolworks - Action

**InfoGenius Systems**  
GameTek - Educational

**Klax**  
Software Toolworks - Puzzle

**Mega Man**  
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**Prince of Persia**  
Virgin Games - Adventure

**Trax**  
HAL America - Action

**Who Framed Roger Rabbit**  
Capcom - Family Fun

# TURBOGRAFX-16

**TV Sports Hockey**  
NEC - Sports

**Yo Bro!**  
NEC - Action

# GENESIS

**Arcus Odyssey**  
Renovation - Action

**Shining in the Darkness**  
Sega - Adventure

**Mike Ditka Football**  
Accolade - Sports

**Slaughter Sport**  
Razorsoft - Action

**Ms. Pacman**  
Tengen - Action

**Speedball 2**  
Arena - Sports

**Raiden Trad**  
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**Saint Sword**  
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# GAME GEAR

**Slider**  
Sega - Action

**Solitaire Poker**  
Sega - Puzzle

**World Class Leader Board**  
Sega - Sports

# LYNX

**Ishido**  
Atari - Puzzle

**Turbo Sub**  
Atari - Action

# NEO GEO

# READ ALL ABOUT IT!



## Vic Tokai Giveaway

Gale Koewing, Montrose, AL.

Ethan Allen, Redondo Beach, CA.

Rich Retzlaff, Montrose, AL.

Robert Sledge, Spanish Fort, AL.

Rene Staum, Milwaukee, WI.

➡ Mountain Bike  
The Krion Conquest

➡ Light Boy waist bag  
Light Boy waist bag

➡ Kid Kool

➡ The Krion Conquest

## Vic Tokai Scramble

Adam Salazar, Miami, FL.

Ernie Shank, Cassopolis, MI.

Daniel Acaba, Brooklyn, NY.

Ian Aitchison, Alberta, Canada

Jeffrey Nadeau, Washburn, ME.

➡ All-Pro Basketball

➡ The Krion Conquest

➡ The Mafat Conspiracy

➡ The Krion Conquest

➡ Conflict



# GAMING GOSSIP

...Hold on to your joysticks boys and girls, the big bopper is back, with more of the meatiest gossip from inside and out the video game world! The Q-Meister gets some help on the international beat this month from Terry-Aki, EGM's main man on the streets of Japan who's got the dirt on the new Super NES CD-ROM drive! Mr. Aki's been researching this one for some time and it looks hot...It appears that the big 'N' won't be hitting with their advanced CD-I drive now being developed by Philips until August of '92. That's when video gaming's megacorp. unloads with a new peripheral upgrade to the Super Famicom that many in the know (like me) are saying will spin games into a whole new dimension. How successful Nintendo will be and initial game titles, however, remains to be seen...Meanwhile, the Q-Mann has learned from Terry-A. that the Sony 'Play Station' system, which is little more than a CD-ROM/Super NES hybrid, won't be showing up in the Land of the Rising Sun. That's right you Quarter-maniacs, our buddies across the big blue won't ever get to play with this nifty new machine! Ha! Ha! Ha! The Sony machine sound mean, but who's up for the softs?...In other CD-ROM news, Sega's super CD system, which was recently shown to U.S. game fans for the first time in last month's issue of EGM, will be getting a shot in the arm from the folks at JVC, who are set to market a dual console that plays both carts and Mega-CD discs!...If you know so much about video games, how can you give SC a 9.5??? What a joke...

...Now that the Game Genie has made bond and is out on its own merits, the Quartermann has to ask, once and for all, what Nintendo was trying to protect all of us good little game playing boys and girls from? Seriously, you may be the Super 'N' against Judge Wapner, but the only thing the Game Genie will do in the Q-Mann's opinion is breathe some new life into games like Chubby Cherub and Iron Tank...Speaking of the Genie, could a 16-Bit Sega or Nintendo model be far behind???...Dan, Dan, Dan - Don't take life so seriously...Don't be surprised to see 3-D video games very soon on the upscale systems. While yours truly must keep his lips locked for now, rumor has it that a company will be springing such games into the 16-Bit market soon! Don't know whether or not you have to wear silly red and blue glasses, but the effects are said to be quite intense...

...Atari has finally yielded to the masses and unveiled the Lynx 2! Although the company doesn't like to call it that, the Quartermann finds the new device to be totally buff, with new features and a cool look that make the old model obsolete. Now that they've gotten one piece of promised hardware into our hands, where are the games to go with it?...Guess we'll get to see the Star Wars trilogy on our Nintendo's as well as on video! The first installment is nearing completion while the second title, The Empire Strikes Back, is jammin' along. A third game based on Return of the Jedi is only a matter of destiny...Get ready for another video game show on television this Fall! From the same producers of Video Power, the hyper-cartoon show starring that kid who acts like he eats too many Cherrios in the morning, comes the first game show based around the games themselves!...

...Sure, everyone's looking to CDs for full-screen, full-motion video in their games, but the Q-Mann sees the sun rising on digitized graphics like the ones you'll soon be seeing in Williams' new Terminator 2 video for the arcade! The machine is buff to the max, with full-motion, full-screen clips from the movie that are so good, it looks like you're watching the movie itself! Believe the Quartermann, when you see how much fun it is to blow chunks out of Arnold's head and see intermissions that include footage cut from the movie, you'll be blown away as well! It's new technology pushed to the max that only Williams seems to be able to deliver...Quartermann loved Terminator 2, but I still can't figure out how they got the T-1000 back though time when only living tissue can be transported! Also, in the movie there was another five years until armageddon but by the film's own timeline it was already 1995 (10-year-old John Conner was born in '85). Don't look at me...That's it this time around kiddies! Be sure to tune in to this same magazine next month for the complete scoop of what's hot and what's not anywhere and everywhere around the world of electronic gaming!...

**- QUARTERMANN**



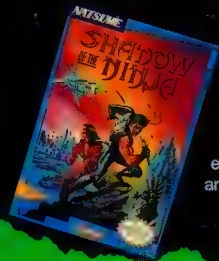
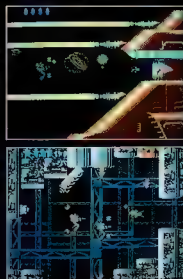
# The Future's A Blast!

It's the year 2029 and humanity faces certain extinction! An alien force led by their Supreme Commander Ville Malmort is positioned to destroy the Earth.

The President has little time to act. He assembles the greatest scientists from around the globe to stop this menace. From their laboratory came mankind's last hope: the members of **S.C.A.T.**

The **Special Cybernetic Attack Team** has one goal; the utter destruction of the alien fleet. "They've sent an armada to conquer us. We've sent two warriors from S.C.A.T.... It should be a fair fight."

- Capture and adapt multiple weapons systems.
- 1 or 2 player cooperative play.



Join two ninjas on their mission to overthrow Emperor Garuda. They must use the arts and weapons of ninjitsu to infiltrate and destroy Garuda's forces.

"Natsume's latest is one of the finest NES games released this year or any other year." - VG&CE, Dec. '90



## Tail Slamming Action!

Charly the mountain alligator must stop an evil dragon Warlord from conquering the peaceful animal kingdom of Moberry. Join Charly as he strikes a blow for freedom with mighty sword attacks and the aid of his loyal, action/adventure title for the Game Boy.

- Special techniques for long range attacks.
- Password feature allows you to off the action!



Prince Pendrich must rid his palace of the enchanted way of an evil wizard in this action/maze class. Amazing Penguin is a great, enjoyable game.



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# GAME GENIE LEGAL IN U.S.!

## GAME ACTION REPLAY ADDS NEW FEATURES TO ANY NES CART!

Early in July Lewis Galoob Toys, Inc. announced that they had been advised by U.S. District Court Judge Fern Smith that the court has ruled in favor of Galoob in their lawsuit with Nintendo of America regarding the manufacture and sale of Galoob's new Game Genie™ video game enhancer.

With the Game Genie now legal in the U.S. (the Canadian courts have previously ruled that the Game Genie is legal in Canada), Galoob announced that the Genie would be available to consumers within the next 60 to 90 days.

EGM has also found out that the Game Genie will first undergo test marketing in Chicago and Dallas before the national rollout. The Genie is expected to retail for about \$50.

Basically the Genie is a device which connects between the game cartridge and the game system. With the Genie installed, you can type in, on a special passcode screen, up to 3 codes (6 codes if you 'gang' two Genies together). Depending on the game these codes can give you extra (or infinite) lives, energy, weapons etc. They could let you start on any level, or give your character exceptional abilities. It does this by temporarily

altering the program code for the specific function. Since the original unaltered game cartridge program code is 'permanent', when the system is shut off, the changes you made are erased from the system's memory.



**Enter the passcodes in the special screen for new tricks!**

Along with the Game Genie, you get a 150 page book that lists hundreds of codes for over 100 different NES games. As new games are released Galoob's programmers are there with Genie codes for the most recent carts. In fact, a second volume of the code book, containing codes for another 50 new games including TMNT 2, Simpsons and Megaman 3, in addition to even more codes (coins can kill you in Super Mario Brothers!) for some of the older carts, is now being printed.



**Try out new 'minus worlds' by jumping OVER the flagpole in SMB!**

The Game Genie does what it claims and, now that it is legal, will probably be one of the hottest selling items this Christmas!

At about the same time the Game Genie hits the stores, another great product, called the Game Action Replay should be appearing also. This device has the ability of storing game information. Most NES games don't have a battery back-up nor do they use a password for a 'save' feature. With the GAR, you can save your current location in any NES game! Should you, up to a year later, want to continue the game you saved, the GAR will download that game location back into the machine and you can continue your game!

Consider the possibilities! Say you get to a spot in a game where you normally lose your life. Save the game before that spot and then continue the game. Should you die, you download that spot again and try it over and over until you do it right! It sure beats having to lose a life and starting back at the beginning of the level!

Besides this unique save feature the GAR can give you adjustable slow-motion action on any game.

The GAR will retail for about \$60 for the NES and it comes with 256 kbits of memory. While not sounding like a lot, it doesn't download the whole game and it can save about 5 different games. A 4096 kbit model will be available but not in the U.S. Genesis, Famicom and Super Famicom versions are being considered.



**An early prototype of the Game Action Replay for the NES!**



**The, now legal, Game Genie will be in the U.S. stores within one month!**



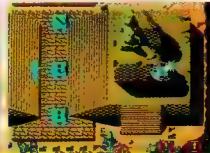
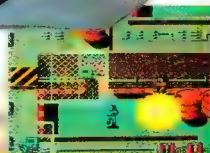
SEGA

GENESIS

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"Cool...An Upgraded Street Fighter" - The Game Machine / March 1997

"IGN.COM: Game Review"

- 2 Player Simultaneous Option!
- 12 Paralyzing Magical Spells!
- 19 Thunderous Grounds!
- 24 Bone-Crushing Moves!
- 306 Different Bouts!
- 6 Megabit Action!
- 16 Bit Graphics!

# 1 SURVIVOR



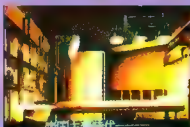
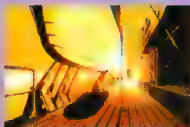
# INTERNATIONAL OUTLOOK

NEWS, Previews and Info From Around the Electronic Gaming World

## First Batch of Sega Mega Drive CD-ROM Games Announced!

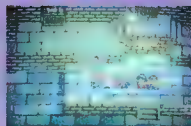
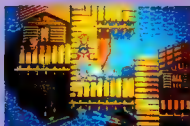
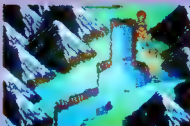
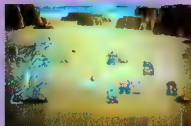
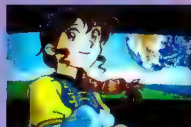
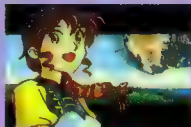
### Sur Dé Wave/Mega Drive CD-ROM NOSTALGIA 1907

One of the first CD's will be a detective-type mystery game quite similar in concept to Murder Club for the Turbo-CD. This version offers hundreds of very detailed half screen graphics. You must investigate and search through a luxury liner set in the early part of the 20th century. Ask questions, get clues, and find evidence.



### Game Arts/Mega Drive CD-ROM LUNAR

It's the first RPG for the Mega-CD-ROM and it's unlike any other to date! Take your party of 5 on a quest that is longer, harder and more involved than any you've ever tried! The intermissions feature huge characters, which animate as smooth as movie film. And all without the bothersome black screen during data access. The battle scenes are very detailed, like those in Dragon Quest 5 and the sound...equal to if not better than the Turbo CD's!





# LEAP INTO ACTION!



Incredible dangers await you, Prince Talmi, as you set out to rescue the wildest amusement park ever built - **MARVEL LAND!**

Dodge massive enemy assaults while hanging on to rollicking roller coasters. Take tremendous leaps between gigantic Ferris wheels! Escape King Mole's wrath by diving through hidden warp doors that teleport you instantly throughout the park.

As Prince of the Dragonmen, your mission is to defeat monstrous Bosses by outwitting them in challenging games such as Musical Holes. Use your greatest weapon, the power "Spirit Whip" to

destroy all invaders in this **8 MEGABIT** wonder from Namco! Get set for fantastic Bonus Round action in the Namco Light Parade and earn Big Points! Death defying adventure awaits as you struggle to liberate **Marvel Land** from the clutches of the evil Mole King.

For more information write:

**Namco Hometek, Inc.** 3255-1 Scott Blvd.  
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**namco**

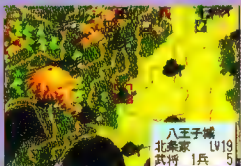
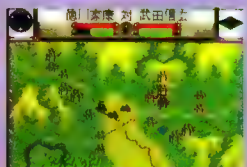
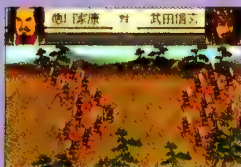
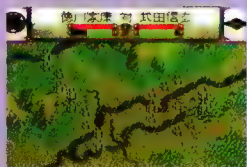
The Game Creator

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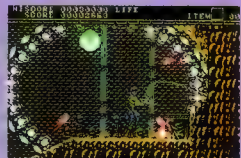
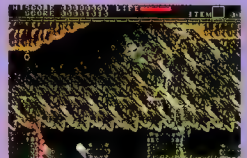
## Game Arts/Mega Drive CD-ROM NOBUNAGA vs. IEYASU

If you thought the NES military simulations were long and involved, wait till you see how complex a memory-is-no-object CD simulation can be! Very detailed and realistic backgrounds and terrain, and the battle scenes are fantastic. Tired of waiting eons for the computer to move, it's now instantaneous with dual CPU'S!!



## Wolf Team/Mega Drive CD-ROM EARNST EVANS

Renovation is doing El Viento for the Genesis. Earnest is the prequel to El Viento. Set in the early 1920's you are an Indiana Jones-type character and your goal is to find a magical book in the deepest reaches of the jungles of Peru. Meet Anette during your travels and save her from the dangers she seems to always get into. This one could make it to the U.S.!



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| Amoeb           | Amoeb           | Adventure Island 2   |
| Amoeb II        | Amoeb II        | Adventure Island 3   |
| Amoeb III       | Amoeb III       | Adventure Island 4   |
| Amoeb IV        | Amoeb IV        | Adventure Island 5   |
| Amoeb V         | Amoeb V         | Adventure Island 6   |
| Amoeb VI        | Amoeb VI        | Adventure Island 7   |
| Amoeb VII       | Amoeb VII       | Adventure Island 8   |
| Amoeb VIII      | Amoeb VIII      | Adventure Island 9   |
| Amoeb IX        | Amoeb IX        | Adventure Island 10  |
| Amoeb X         | Amoeb X         | Adventure Island 11  |
| Amoeb XI        | Amoeb XI        | Adventure Island 12  |
| Amoeb XII       | Amoeb XII       | Adventure Island 13  |
| Amoeb XIII      | Amoeb XIII      | Adventure Island 14  |
| Amoeb XIV       | Amoeb XIV       | Adventure Island 15  |
| Amoeb XV        | Amoeb XV        | Adventure Island 16  |
| Amoeb XVI       | Amoeb XVI       | Adventure Island 17  |
| Amoeb XVII      | Amoeb XVII      | Adventure Island 18  |
| Amoeb XVIII     | Amoeb XVIII     | Adventure Island 19  |
| Amoeb XIX       | Amoeb XIX       | Adventure Island 20  |
| Amoeb XX        | Amoeb XX        | Adventure Island 21  |
| Amoeb XXI       | Amoeb XXI       | Adventure Island 22  |
| Amoeb XXII      | Amoeb XXII      | Adventure Island 23  |
| Amoeb XXIII     | Amoeb XXIII     | Adventure Island 24  |
| Amoeb XXIV      | Amoeb XXIV      | Adventure Island 25  |
| Amoeb XXV       | Amoeb XXV       | Adventure Island 26  |
| Amoeb XXVI      | Amoeb XXVI      | Adventure Island 27  |
| Amoeb XXVII     | Amoeb XXVII     | Adventure Island 28  |
| Amoeb XXVIII    | Amoeb XXVIII    | Adventure Island 29  |
| Amoeb XXIX      | Amoeb XXIX      | Adventure Island 30  |
| Amoeb XXX       | Amoeb XXX       | Adventure Island 31  |
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| Amoeb XLII      | Amoeb XLII      | Adventure Island 43  |
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| Amoeb XLVII     | Amoeb XLVII     | Adventure Island 48  |
| Amoeb XLVIII    | Amoeb XLVIII    | Adventure Island 49  |
| Amoeb XLIX      | Amoeb XLIX      | Adventure Island 50  |
| Amoeb L         | Amoeb L         | Adventure Island 51  |
| Amoeb LI        | Amoeb LI        | Adventure Island 52  |
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| Amoeb LIII      | Amoeb LIII      | Adventure Island 54  |
| Amoeb LIV       | Amoeb LIV       | Adventure Island 55  |
| Amoeb LV        | Amoeb LV        | Adventure Island 56  |
| Amoeb LVI       | Amoeb LVI       | Adventure Island 57  |
| Amoeb LVII      | Amoeb LVII      | Adventure Island 58  |
| Amoeb LVIII     | Amoeb LVIII     | Adventure Island 59  |
| Amoeb LIX       | Amoeb LIX       | Adventure Island 60  |
| Amoeb LX        | Amoeb LX        | Adventure Island 61  |
| Amoeb LXI       | Amoeb LXI       | Adventure Island 62  |
| Amoeb LXII      | Amoeb LXII      | Adventure Island 63  |
| Amoeb LXIII     | Amoeb LXIII     | Adventure Island 64  |
| Amoeb LXIV      | Amoeb LXIV      | Adventure Island 65  |
| Amoeb LXV       | Amoeb LXV       | Adventure Island 66  |
| Amoeb LXVI      | Amoeb LXVI      | Adventure Island 67  |
| Amoeb LXVII     | Amoeb LXVII     | Adventure Island 68  |
| Amoeb LXVIII    | Amoeb LXVIII    | Adventure Island 69  |
| Amoeb LXIX      | Amoeb LXIX      | Adventure Island 70  |
| Amoeb LXX       | Amoeb LXX       | Adventure Island 71  |
| Amoeb LXXI      | Amoeb LXXI      | Adventure Island 72  |
| Amoeb LXXII     | Amoeb LXXII     | Adventure Island 73  |
| Amoeb LXXIII    | Amoeb LXXIII    | Adventure Island 74  |
| Amoeb LXXIV     | Amoeb LXXIV     | Adventure Island 75  |
| Amoeb LXXV      | Amoeb LXXV      | Adventure Island 76  |
| Amoeb LXXVI     | Amoeb LXXVI     | Adventure Island 77  |
| Amoeb LXXVII    | Amoeb LXXVII    | Adventure Island 78  |
| Amoeb LXXVIII   | Amoeb LXXVIII   | Adventure Island 79  |
| Amoeb LXXIX     | Amoeb LXXIX     | Adventure Island 80  |
| Amoeb LXXX      | Amoeb LXXX      | Adventure Island 81  |
| Amoeb LXXXI     | Amoeb LXXXI     | Adventure Island 82  |
| Amoeb LXXXII    | Amoeb LXXXII    | Adventure Island 83  |
| Amoeb LXXXIII   | Amoeb LXXXIII   | Adventure Island 84  |
| Amoeb LXXXIV    | Amoeb LXXXIV    | Adventure Island 85  |
| Amoeb LXXXV     | Amoeb LXXXV     | Adventure Island 86  |
| Amoeb LXXXVI    | Amoeb LXXXVI    | Adventure Island 87  |
| Amoeb LXXXVII   | Amoeb LXXXVII   | Adventure Island 88  |
| Amoeb LXXXVIII  | Amoeb LXXXVIII  | Adventure Island 89  |
| Amoeb LXXXIX    | Amoeb LXXXIX    | Adventure Island 90  |
| Amoeb LXXXX     | Amoeb LXXXX     | Adventure Island 91  |
| Amoeb LXXXXI    | Amoeb LXXXXI    | Adventure Island 92  |
| Amoeb LXXXXII   | Amoeb LXXXXII   | Adventure Island 93  |
| Amoeb LXXXXIII  | Amoeb LXXXXIII  | Adventure Island 94  |
| Amoeb LXXXXIV   | Amoeb LXXXXIV   | Adventure Island 95  |
| Amoeb LXXXXV    | Amoeb LXXXXV    | Adventure Island 96  |
| Amoeb LXXXXVI   | Amoeb LXXXXVI   | Adventure Island 97  |
| Amoeb LXXXXVII  | Amoeb LXXXXVII  | Adventure Island 98  |
| Amoeb LXXXXVIII | Amoeb LXXXXVIII | Adventure Island 99  |
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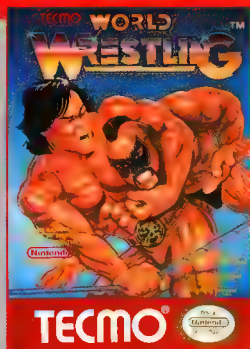


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- 34 different killer moves
- Power meters
- Training mode for 1 player



- Superior graphics
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- 10 Rooms in each level
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- 1 or 2 players
- 5 rounds in each level
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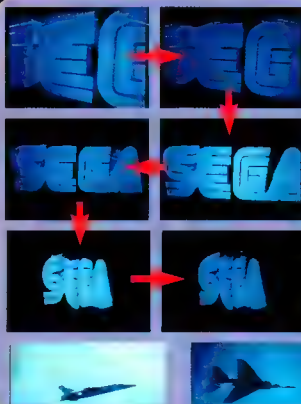
## Wolf Team/Mega Drive CD-ROM FARIA

Sega and its licensees are jumping into heavy-duty RPG's immediately. This one features a monstrous quest, the length of which has never been attempted to date. Unfortunately it is all in Japanese and any U.S. version would require massive amounts of translation. Great voice, BGM and soundtracks add to the already superb game!



## Sega/Mega Drive CD DEMO DISC

OK, so it's not a game but we thought you would be as impressed with what the system can do as we were. Scaling, biaxial rotation, and zoom are now done by the hardware. Full motion video and other cool tricks are possible with this super dual processor system. Hmm, does the Sega Genesis + CD ROM = the Giga Drive that we talked about in earlier issues???



## SEGA AND LICENSEES ANNOUNCE NEW CD-ROM GAMES!

Sim Earth - Sega  
Dark Wizard - Sega  
3 x 3 Eyes - Sega  
Lies of the Dragon - Sega  
Earnest Evans - Wolf Team  
Faria - Wolf Team  
Super Gal's Panic - Kaneko  
Nobunaga vs. Leyasu - Game Arts  
Lunar - Game Arts  
Yumimi Mix - Game Arts  
Shbaltz Silt - Kogado Studio  
Nostalgia 1907 - Sur Dé Wave  
Crying Dragon - Treco  
Vais 2 - Treco  
Cosmic Fantasy - Telenet  
Alsrn Battle - Human  
World Rally - Visco  
Detonator Organ - Hot-B

Also, CD-ROM games, presently untitled, are coming from: Victor, Asmic, Sigma, Taito, Toshiba EMI, Toyo Recording, Japan Computer System and Japan Dexta.

Some game names are preliminary and subject to change.

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New! For Your Sega™ Genesis™ System.



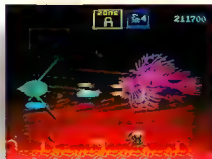
Fight to keep the demonic harbingers of doom from taking control of the earth for all eternity.



Join in a desperate attempt to rescue what remains of the once proud civilization of Darius.



Be a part of the elite fighting squadron to lambast alien invaders right out of the galaxy!



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THE ONLY GAME IN TOWN™

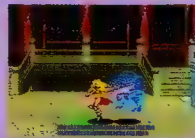
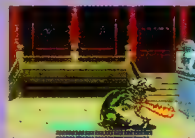
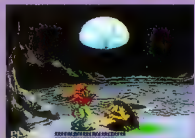
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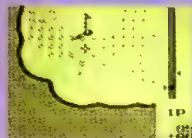
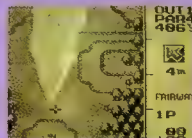
## Treco/Mega Drive FIGHTING MON- STERS

Alien wrestlers must be the latest thing in Japan as here comes yet another. Choose your monster from 12 different beings and then get set to wrestle the other 11. Beat all of them and then take on the alien boss - Valgas. Or, play the game in the Vs. mode with a friend. In this version, again pick your alien, and it's the best two out of three matches. Some great effects like flying and spitting fire set this soft apart from the other grapplers.



## Konami/ GameBoy KONAMIC GOLF









The masters of game design are moving into the GameBoy system with a new golf game. It's a huge (at least for GameBoy standards) 2 meg cart and with this extra memory they packed in 18 holes of very realistic golf action. Play in either the tournament mode, the Vs. mode against the computer, a Vs. mode against a friend, or a practice mode where you can select any hole and try it over and over again.



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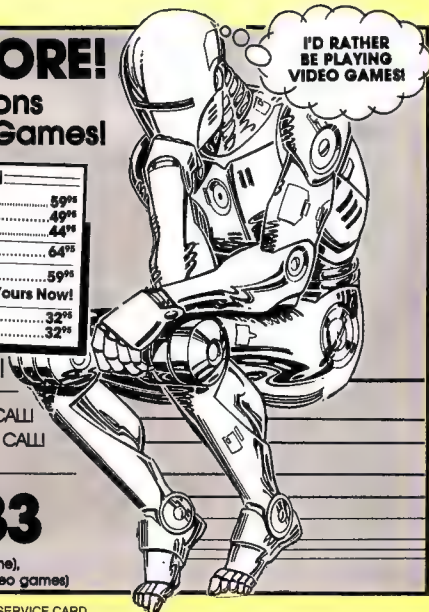
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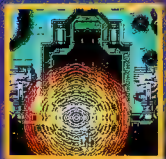
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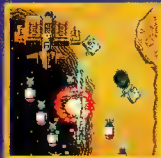




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However, since these aircrafts are so technically sophisticated, there is only one pilot in the entire world who is able to handle it.

The Raiden is just about to take off, and the entire world is now depending on this Raiden!

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MEMORY

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of  
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**ActRaiser** -- Our 16-bit action/simulation game has received rave reviews from industry insiders, setting a standard for the new Super NES. As the "ActRaiser," rid your people's land of its evil conquerors. Revitalize civilization and lead your people to prosperity. Can you right an outrageous wrong and return the force of good to the universe?

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ENIX

Dragon Warrior III

ActRaiser

**Nintendo**  
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# THE SUPER FAMICOM TIMES

## DEFEND THE EARTH!

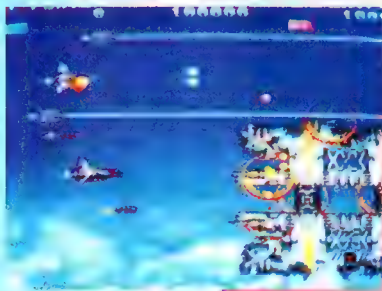
E.D.F. stands for Earth Defense Force, and in this high powered horizontal shooter, you're the force that stands in the way of an alien invasion! Hordes of aliens are attacking the Earth and only you can stop them! You'll have to act fast to beat them before they can enslave the world. First, arm your ship from a huge arsenal of weapons. Each type of laser has a different feature, so pick the one that works best with your strategy. Then, take the battle to them in the skies above your beloved planet! After beating them there, rocket into outer space and prevent the attackers from ever coming back. Wave after wave of ships come at you before you have to face off against the giant end bosses! E.D.F. has awesome graphics and explosions that will knock you out of your seat! This game has it all; cool power-ups, excellent animation, and great sounds. E.D.F. is a shooter that really shows what can be done with the Super Famicom. This is the game the Super Famicom shooter fans have been waiting for!

**E.D.F.**

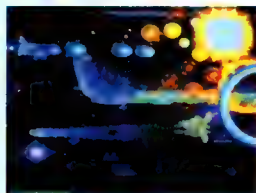
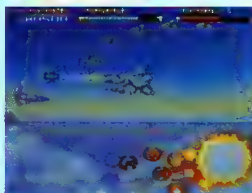
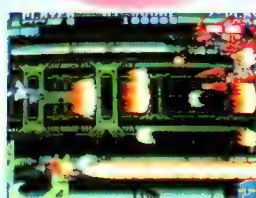
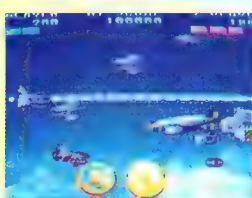
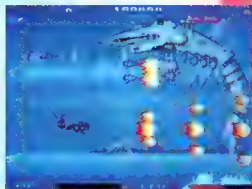
**8 MEG**

**JALECO**

**SEPTEMBER 1991**



*Only you can save the Earth from the evil alien fleet that is attacking your home world. You are the last line of defense against this menace. Choose your weapons wisely. Good luck!*



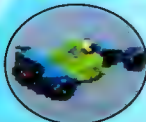
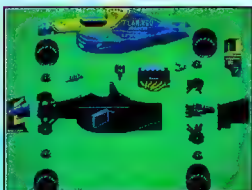


## SUPER F-1 BUILT-TO-WIN

8 MEG

SETA

OCTOBER 1991



### REV IT UP!

Have you ever wanted to race in a car that you built from the ground up? Super F-1 Built-To-Win gives you that chance. Drive around some of the toughest courses in your quest for the checkered flag. Keep an eye on your car because you'll have to take it into the pits so it will keep running smoothly. Take your personalized race machine screaming into the turns and come home with the trophy! Great graphics and sounds make this racing game more than just another spin around the track.

## F-1

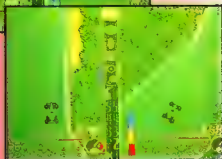
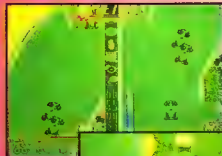
8 MEG

NAXAT

Fourth Quarter 1991

### PEDAL TO THE METAL!

Naxat's F-1 racing game has more options than you've ever seen for this type of cartridge. There are 6 different modes to play in, including racing for records, two player mode, and an RPG mode where you act as the owner of the racing team. Overhead split screen views give this game a new perspective on the action.

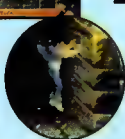
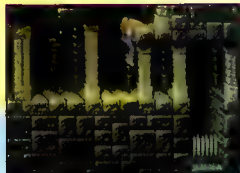
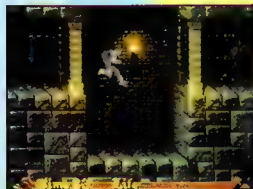


## NOSFERATU

8 MEG

SETA

NOVEMBER 1991



### YOUR LIFE IS AT STAKE...

Explore a creepy castle looking for the king of the vampires. Nosferatu has excellent animation and graphics to go along with all of the creepy horror. Nosferatu has everything that adventure fans look for in a game—a cool quest, action, things to fight, traps, and more! This game looks like the computer version of Prince of Persia with a new name and it plays similarly, too. If you don't think a Super Famicom game can scare you, try this cartridge!



# NEXT WAVE NEXT WAVE NEXT WAVE NEXT WAVE

**SUPER SPY HUNTER, SQUASHED, MINI PUTT, KICK MASTER, PARASOL STARS, MARVEL LAND, STARFLIGHT, SPEEDBALL 2, MIKE DITKA POWER PLAY FOOTBALL, TASK FORCE HARRIER EX, FASTEST LAP, TURBO SUB, CHECKERED FLAG.**

## NEW SOFT NEWS

Sega's Game Gear is starting to get out to the U.S. players. Their third party companies are getting serious about entering the GG market. The first batch of independent software should start trickling in around Christmas. Namco has the classic Pac-Man and a good portable version of baseball - Batter-Up ready for production. Kaneko is bringing their Japanese version of the Berlin Wall to the States and Bignet just converted Junction. Sage's Creation has Devilish ready and could be in the stores this year. On the Nintendo front, HAL is bringing out both a NES and a Super NES version of their action packed futuristic racing game Hyper Zone while Lucasfilm is shooting for early 1992 for the second Star Wars game - The Empire Strikes Back. Ubi Soft will do the GB version of Star Wars.

## MENU

Nintendo

Sega

TurboGrafx

Genesis

GameBoy

Lynx

Game Gear

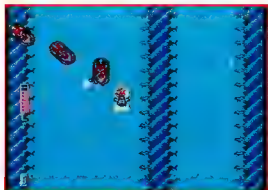
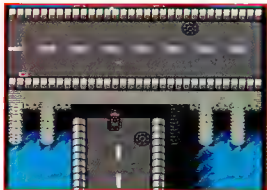
Neo-Geo

Super NES

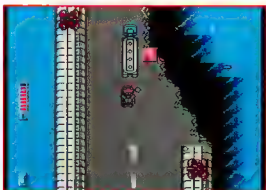
## SUPER SPY HUNTER

Sunsoft/Nintendo

The sequel to the classic coin-op game will be on the NES very soon! This version contains more power-ups and weapons. There are three way shots, guided missiles, and floating turrets above you car. Naturally, you can get many special weapons like oil slicks, smoke screen, and smart bombs. The scrolling is some of the best ever on the NES. The variety of streets, roadways, bridges, and even waterways is extensive! You can leap across ramps, have spikes protrude out of your hubcaps to dice up the opponents wheels, and get many other amusing yet deadly weapons. All fans of the arcade are going to be thoroughly head over heels over this cart!



**CHANGE FROM LAND TO SEA COMBAT!**



**Watch those curves! This cart is filled to the brim with many twisting turns and narrow passages!**



**BANDAI**

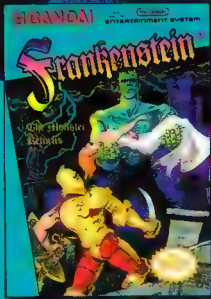
# Frankenstein

## The Monster Returns



### We've Created a Monster!!!

Frankenstein is alive and he's headed for your living room. Push your Nintendo® system to the limit with awesome graphics and mind-melting action that you won't find in ordinary games. Saving the beautiful Emily from the clutches of the monster will put your gaming skills on the line as you punch, kick, hack, chop, smash, burn, and bomb your way through a goulshy army of horrific enemies, each determined to bring you to a sticky end. Battle your way through the creep infested billage, the treacherous forest, the horrible graveyard, and the castle of doom, before even thinking of setting foot or sword in the evil dimension where your strength and spirit will be put to the final test. We created the monster... It's up to you to destroy him!



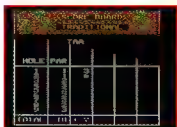
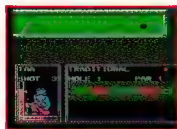
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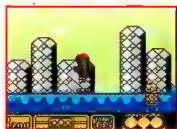
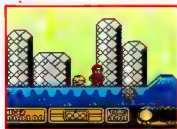
## MINI PUTT JVC/Nintendo

FORE! Well, a small fore at that. JVC will show all the NES players how good a miniature golf game can be. Many techniques are needed to pass hills, go through small tunnels, avoid ponds, and dodge sandtraps. The holes aren't the simple linear 'ramps' either. They're challenging and downright devious!



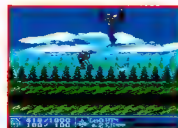
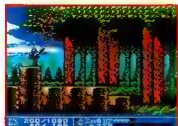
## SQUASHED Jaleco/Nintendo

Soon, NES players will be treated by Jaleco to this great and cutesy cart. You are summoned to a distant world to help get rid of an alien invasion. Your main weapon is a stick with a weighted end that is used to smash the enemies from above. A variety of weapons are at your disposal to stop them.



## KICK MASTER Taito/Nintendo

The once beautiful land of Laurel has been destroyed by the evil Belzed who has also captured the princess. You must embark on a mission to destroy the powerful wizard and restore peace to the land. Use your kicks and other weapons to crush Belzed once and for all!



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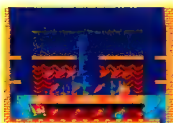
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## PARASOL STARS

Working Design/TurboGrafx

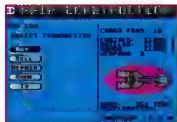
Being the story of Bubble Bobble 3, you and your umbrella journey through the stars. Big scores are what to expect from this action packed game from the new NEC licensee - Working Design.



## STARFLIGHT

Electronic Arts/Genesis

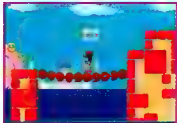
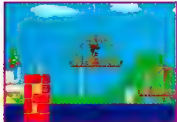
As a commander of a spaceship you must travel to several planets and mine ores. It's an inter-planetary expedition of immense proportions! Keep your eyes on the stars!!!



## MARVEL LAND

Namco/Genesis

Namco's Marvel Land while looking like a game for kids is, in fact, one of the best technique games ever made! Hidden items and bonus rooms are to be found everywhere. Spectacular!



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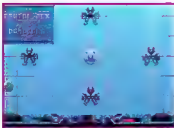
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## SPEEDBALL 2

Arena/Genesis

It is far into the future. The world is overridden with violence and destruction. Likewise, so are the games. In this version based on the PC game, you need to play a soccer/football game, but the problem is that there are no rules! You can kick, punch, and trip up the other players as well as lots of different plays.



## MIKE DITKA POWER PLAY FOOTBALL

Ballistic/Genesis

The creative minds at Ballistic have just thought up another great sports title for the Genesis. This football cart boasts some very game play and a variety of different plays to perform. The view is in a quarter overhead view reminiscent of John Madden. The graphics are good and the scrolling has to be seen to be believed. Digitized voice accompanies this cart along with some great visuals. The stats are very up to date, even down to the beginning intro. The game play is truly unique! Football fans rejoice!



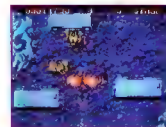
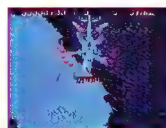
*Smoother  
scrolling &  
game play to  
match!*



## TASK FORCE HARRIER EX

Treco/Genesis

This is the latest overhead shooter for the Genesis. You are in the ultimate attack aircraft out to halt an invasion set on total world domination. Use your bombs and cannons to take them out! Lots of power-ups and huge bosses are in this great shooter!



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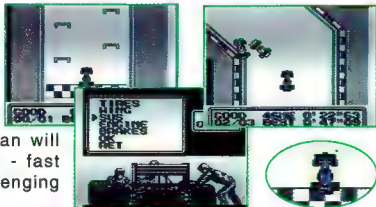
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## CHECKERED FLAG Atari/Lynx

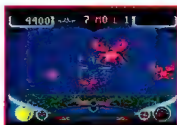
Now Atari will enter the high speed circuit with their own racing challenge. Choose your car, track, even your driver's sex! Race through many courses dodging cars, signs, hay stacks, even cows in this Pole Position clone!



## TURBO SUB Atari/Lynx



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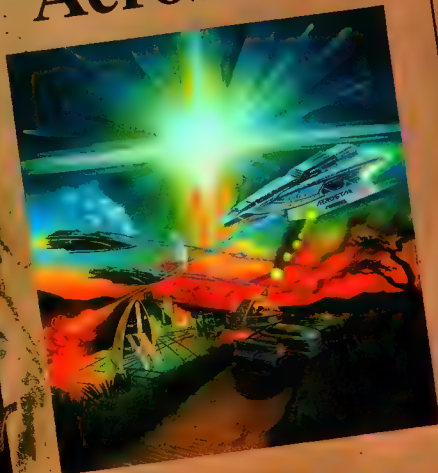


September 17th, 2081

Vol. XXXXIV, Issue XXXIXVXI

# GALAXY GAZETTE

## Aerostar Blasts To Earth!



It has been many years since the Intergalactic Council allowed the earth to be populated after a series of devastating wars. In the years following our return we as a people have struggled for survival. The most difficult battle is still ahead. At this writing, mutant forces are wreaking havoc on our defenseless planet.

Our cry for help has not gone unanswered. The Intergalactic Council has made an effort to stop these violent attacks by deploying AEROSTAR. This state-of-the-art nuclear-generated vehicle of destruction is ready to face the most intense combat. Unfortunately, AEROSTAR is missing the most important factor—a pilot.

As the search for our defender persists, conditions on earth grow worse. The human people can only hope salvation is near.

## Intergalactic Council Meeting Today.

Members from nine galaxies are here to reach an agreement on how to destroy the enemy. Earth leaders will discuss the future of the planet. Intergalactic forces. They must act fast. Earth soon.



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# Light Boy is Bound to Attract Attention!



I can't take my **Light Boy** any place without making a commotion. All I wanted was a few private moments on the Game Boy before the offense got off the field; but now I've got these rookies from the other team in here. They like the way **Light Boy** makes the Game Boy screen light up in the dark. The 1½ times magnification is great, too. **Light Boy** is bound to attract attention.

Now, how do I get rid of these guys?



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- Batteries included
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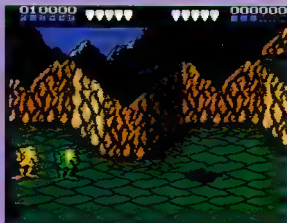


*You start with 3 lives!*

### BATTLETOADS

(Tradewest/Nintendo)

Start out with 6 lives instead of 3 - At the title screen push down on the joystick and hit buttons A and B. Then, hit start. You will hear a blast. This trick also works in the two player mode. However each player must do this trick. You can also do this trick every time you continue.



*It works with two players!*



*Now you start with 6 !*



*Do it when you continue!*

### SONIC THE HEDGEHOG

(Sega/Genesis)

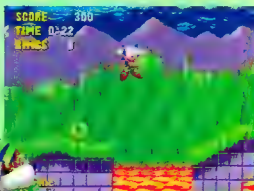
**Sonic suicide mode** - At the beginning of the game wait until Sonic starts the demo. Sonic will run through the level by himself. If, you press and hold buttons A, B, and C you will interrupt Sonic. Sonic will become suicidal and he will start running into things and die. You can also do this trick at the ending of the game after you beat the Final Zone.

*Sonic can now die in the demo screens!*

Tony Hsu  
Roswell, GA



*Sonic dies during the credits!*



*Sonic now breaks the bar!*





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## POWERBALL

(Namco/Genesis)

**Play 4 New Teams** - In the first player league pause the game. Then press b,b,c,b,b,c, buttons. You will hear a bell. At this time push down on the controller and you will be able to select four teams that are not revealed.

David Dunn  
Pontiac, MI



use the given code at this screen.



You can then choose from four new teams.

## FAERY TAIL ADVENTURE

(EA/Genesis)

**Play end game** - to play the end game put in the password 7R2KUL6RSXS K6NHGSDCB720663RI2HO7 85P, then enjoy the ending!



Input you password at this screen.

Jeremy Pohlman  
Wichita, KS



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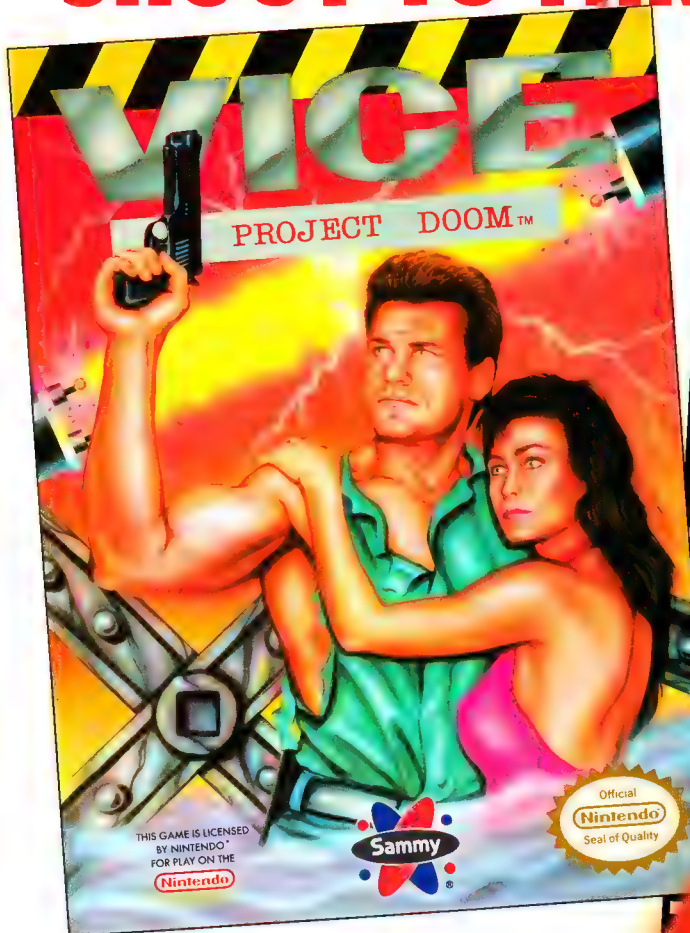


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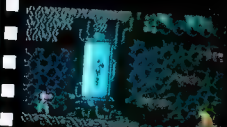
CIRCLE #176 ON READER SERVICE CARD.



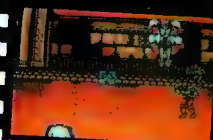
# SHOOT TO THRILL!



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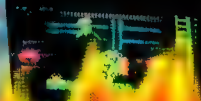
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## STORMLORD

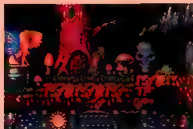
(Razorsoft/Genesis)

**Extra Man Trick** - When your running low on men and you could use some more pause the game. Press (A) four times, (C) two times, (B) three times then (C) once and (A) once. The game will unpause and you will have extra men. Use this anytime.

Grant Hawkins  
Oklahoma City, OK



Pause the game in the beginning of the level.



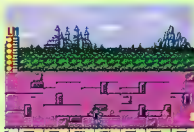
Get 9 extra men as often as you need!

## TOTALLY RAD

(Jaleco/Nintendo)

**Max Out Lives** - There is a way to max out your lives. The first green soldier you come across will let you get 13 extra men. Position your character so the enemy will keep coming at you. Hold the fire button down and you will be able to get extra men every 100 enemies you kill. You can max your lives out at 13 guys.

Mark Lackey,  
Centralia, IL



Hold fire button down.



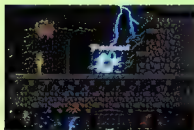
Max out your lives.

## STORMLORD

(Razorsoft/Genesis)

**Add Extra Time** - If your running out of time in the level punch in the following code to reset your time. Pause the game and press (B) once, (A) three times, (C) once, (UP) three times and (A) three times.

Grant Hawkins  
Oklahoma City, OK



PAUSE THE GAME



USE THE CODE

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| Colossus            | Dragons Lair                  | Drakken            |
| Columbus            | Heart Driving                 | Final Fight        |
| Dead Moon           | Kapka                         | Formula Zero       |
| Eternal City        | Marvel Land                   | Gadius III         |
| Final Match Tennis  | Midnight Resistance           | Hole in One        |
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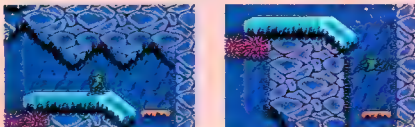
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## BATTLETOADS

(Tradewest/Nintendo)

**Mega Warp 2** - To get to this warp you have to pass by Mega Warp 1. After you go past Mega Warp 1 you have to fight your way through level 4 to the point where you hit the first falling platform. Jump on the platform and let yourself fall only about half way. The dots will appear at the top of the screen. Keep jumping up to get into the dots and to warp!



Fight your way to here.

Fall only to here.



Jump up to get into the dots.

Warp to level 6!!!

## BATTLETOADS

(Tradewest/Nintendo)

**Mega Warp 3** - After you fight your way to level six, Snake Pit, you can warp ahead 2 levels. To do this you have to fight your way to the second scene and then you have to get on top of the first snake and run all the way to the right. You will get to a set of flashing dots. Enter these to warp ahead 2 levels.



Fight your way to here.



Run off the snake.



Go into the dots.



Warp to level 8!!!



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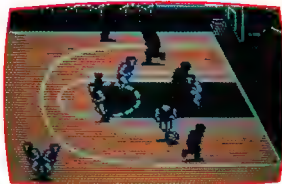
See your shots-up close and personal



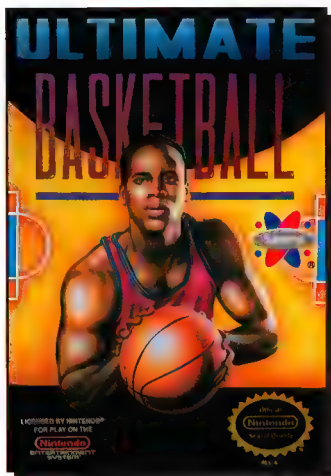
You control full court movement



Pick your starting line-up



Team up with a friend against the computer



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# ROLAN'S CURSE



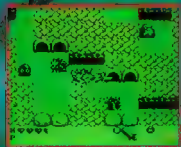
The land of Juman has been cursed by the evil Emperor Burtin, and now hundreds of dark creatures roam free in the countryside.

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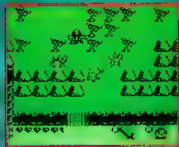
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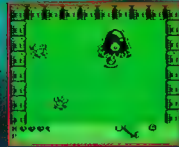
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Fight alone, or team the link and play with a friend!



Look to discover an arsenal of weapons to use!



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# To BE The Man, You Gotta Beat "THE MAN"

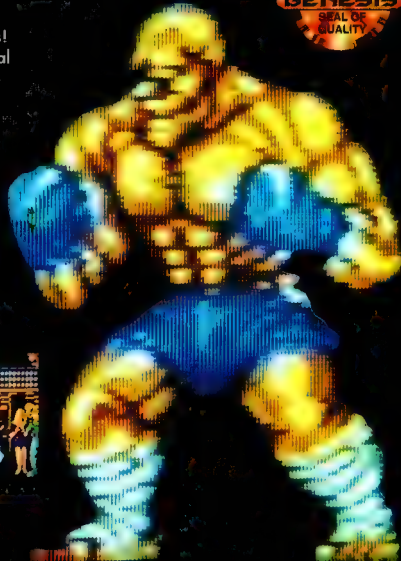
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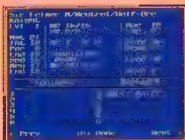


## MIGHT AND MAGIC

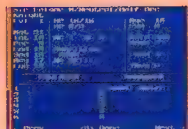
(EA/Genesis)

**Free Food** - This trick will enable you to never buy food again in Might and Magic. In your list of commands select (Share and then Food). Do this several times and your entire party's food supply will increase. You may also go beyond the limit of 40 units with this trick!!

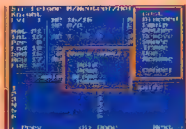
Matt Phillips  
Chesterton, IN



Now your quantity is  
over 40 units.



Your food quantity is  
at 12.



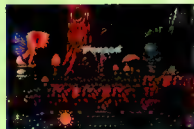
Use the share and  
food command.

## STORMLORD

(Razorsoft/Genesis)

- Is a level to hard for you? Try these buttons. Pause the game and press (C) once, (B) three times, (A) four times, (C) two times, (A) four times. This will advance you to the next level. Keep doing this to reach the last level in the game.

Grant Hawkins  
Oklahoma City, OK



PAUSE THE GAME



SKIP TO NEXT LEVEL.

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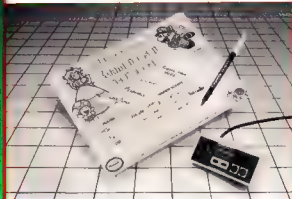
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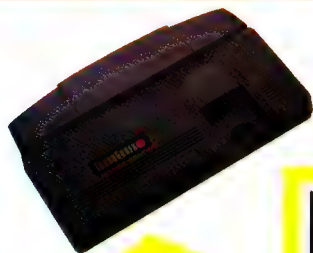
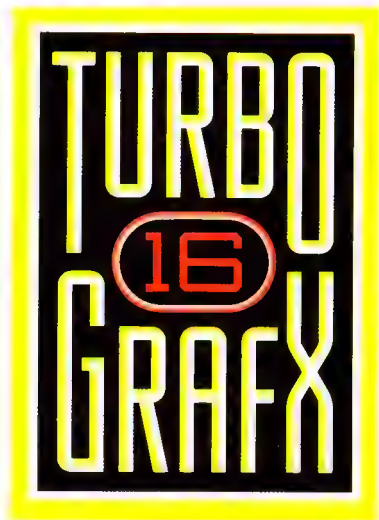
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# CD POWER!



## HI-TECH GAMING!

Compact discs have certainly become the wave of the future! As the first home entertainment system with CD technology, TurboGrafx™-16

Entertainment SuperSystem has games guaranteed to blow the consumer market wide open. NEC is taking leaps and bounds to produce high quality

games for the TurboGrafx-CD peripheral.

The CD-ROM has real

voice capabilities far above cartridges. The memory storage alone is 5200 Meg versus the nearest cart at 12 Meg! Also, the incorporation of motion video sequences makes new games like interactive TV.

The TurboGrafx-CD player also has the ability to play any audio compact disc as well as CD+G discs!

Enjoy your favorite music artist or conquer a kingdom, it's that simple! The incredible game memory that CD technology made possible has enabled programmers to let their

imagination go free. The compact disc can store voices, motion video, animations, and real music! Grasshoppers chirp, vocalists sing, and bands play.

With this audio/visual support, games can now tell stories with emotion - never before have video games made you laugh, cry, or feel scared the way CD games do.

Gaming will never be the same.



## NID SQUEEZES THE COMPETITION!

Actually, the new NID (New Interactive Display) technology by NEC squeezes graphics images using a compression ratio of 100 to 1, increasing the storage capacity of a compact disc a hundred-fold! This technology will allow for 74 minutes of full motion footage or about 20,000 still photos on one 5-inch compact disc. The full ramifications of such specifications have yet to be seen, but the end result can only be stupendous. Imagine a game where you actually play or edit a motion picture. The fun, challenge, and excitement are endless! You can control your own interactive television show! Best of all, the new peripheral will be compatible with the existing TurboGrafx-CD player, proving that the TurboGrafx-16 is the word in expandability!

A megabucks prototype has already been produced and NEC is now in the process of miniaturizing the hardware for consumer use. Although there is no announced date for NID, many new compact disc games for the TurboGrafx-CD player are surfacing.

NOT 4 MEG

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NOT 12 MEG

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OF PLAYING POWER!!





## SHERLOCK HOLMES, CONSULTING DETECTIVE™

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and Watson as they try to unravel three separate mysteries of varying difficulty.



ough in Sherlock Holmes, Consulting Detective. Follow Holmes



## J.B. HAROLD: MURDER CLUB™



murder. This mystery is spun strong and deep as new twists and turns force you to double check your own suspicions as to who the culprit is! Digitized pictures accompany every new scene to help you solve the crime.

Another highly graphic adventure, Murder Club lets you move from site to site gathering clues to a



## IT CAME FROM THE DESERT™

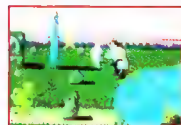


Run!! They're coming from the desert! Humongous atomic ants are running through the streets, bent on destroying mankind! More live-action sequences accompany the hilarious gameplay as you try to rid the world of this new menace and stay alive. Available before Christmas.

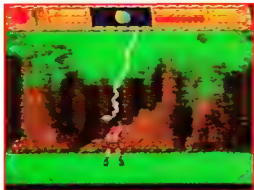


## THE ADDAMS FAMILY™

You are Tully Alford, the Addams Family lawyer, and you must make your way through the spooky Addams mansion to locate the hidden family treasure. Navigate the maze beneath the house, then try to master the network of tunnels, secret rooms and pitfalls on your way to the treasure. Based on the hit

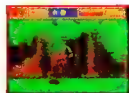
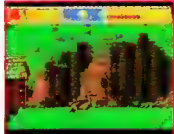


Christmas movie. Don't miss it! Available in November.



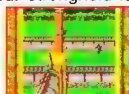
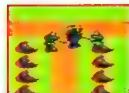
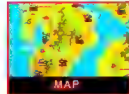
## SHAPE SHIFTER™

Enter an all new world of CD action and adventure with Shape Shifter! You are a warrior with the ability to change your shape into that of various animals you have befriended. Whether this is really a gift or a curse has yet to be determined. Use your powers to rid the land of the evil monarch! Shift into gear for this one! Available in early 1992.



## LORDS OF THE RISING SUN™

Do you like strategy games? If so, here's a strategy game with tons of action and adventure mixed in! Plenty of digitized graphics are utilized throughout your quest for dominion of the East. If your stronghold is threatened by a vicious ninja attack, hire and control your own ninja to pick off



the interlopers one-by-one! Available in early 1992.



## IS IT LIVE, OR TURBOGRAFX CD?

Three new TurboGrafx-CD titles are featuring live actors speaking the parts in live and still action digitized photos! These pictures are actual footage of real actors with real voices and sound effects. The first title, *Sherlock Holmes: Consulting Detective* features three mysteries and animated pictures throughout. *JB Harold: Murder Club* is a humongous mystery loaded with clues, areas to visit, and people to interrogate. *It Came from the Desert*, available by Christmas, is another animated adventure sure to make you laugh!



The compact disc technology highlights real voices and digitized pictures. Only the compact disc can handle the amount of complex information required to create these sorts of games. Besides awesome graphics and sound, these games have terrific gameplay, theme, and control to truly set them apart from the rest of the video game heap.

Sherlock Holmes is the deductive fan's dream, sending false clues left and right to shake you from the true path of justice. J.B. Harold Murder Club is a nightmare of clues, counter-clues, and suspicious characters, all trying to lead you down a blind alley.

If the visual sights aren't enough to blow you away, try out the awesome soundtracks that only compact discs can deliver! Triumphant bass overtones and fragile chimes are crystal clear with CD technology, offering more realism and higher emotional responses from players than any other system. Pop a new CD+G disc in your TurboGrafx-CD player and next you will be listening to your favorite tunes while singing along with the onscreen CD+G interface. To promote the new CD+G format, NEC is adding a sample CD+G pack-in to specially marked TurboGrafx-CD players this Fall. This technology is sure to revolutionize the music industry and prove once more that TurboGrafx-CD players just can't be beaten to the punch!

**FREE CD+G SAMPLE DISC!**

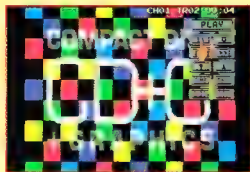
**Look for specially marked TurboGrafx-CD packages this Fall! There will be a free CD+G sample music disc inside! (offer good only on specially marked TurboGrafx-CD packages from participating dealers while supplies last.)**

## ARTIST

**Little Feat**  
**Bonnie Raitt**  
**Fleetwood Mac**  
**Lou Reed**  
**Jimi Hendrix**  
**Gram Parsons**  
**Woodie Guthrie**  
**Van Dyke Parks**  
**Alphaville**  
**Magic Flute**  
**The Planets**  
**Bruckner**

## SONG

Representing the Mombasa  
Talk to Me  
Love is Dangerous  
There Is No Time  
Purple Haze  
Las Vegas  
This Land Is Your Land  
America  
She Fades Away  
Overture  
Mars  
Seherzo



## CD+G HITS THE MARKETPLACE

The latest off-shoot of the audio disc category is CD+G: compact disc with graphics. Standard music discs use about 95 percent of the storage space on a compact disc. Record

**T**ROUBLE me, disturbe me, with all your cares and worries. Trouble me on the when you feel spent. Pot tes épaules ploieraient-elles sous le fardeau quand j'ai le dos solide et fort?

companies are now using the remaining five percent to record a graphics track that allows consumers to watch visual images, such as photos of their favorite stars, on their TV screen synchronized to the music. Lyrics, in multiple languages, and chords can also be displayed, allowing listeners to sing or play along with the music.



Because the graphics information is encoded on previously unused space, the sound quality and amount of music on the disc is not affected, unlike CDVs, which replace part of the audio track with video. CD+Gs also retail for about the same price as standard audio discs.



Warner New Media is a leading developer of CD+Gs.

A CD+G sample disc from Warner New Media, a top compact disc producer, will be packed with specially marked TurboGrafx-CD players this Fall as a brand new promotion.







## Ys™ III

Only Ys III could possibly compare to the original Ys Book I and II adventures. This title is becoming so popular it is being formatted for many of the existing game systems! Ys III on CD is the true game, containing all of the incredible soundtracks, cinema displays, and traditional voices of the Ys genre with a unique action perspective.

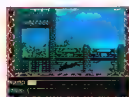


Three years have passed since Adol defeated the evil lurking in the land of Ys. Adol's companion, Dogi learns news of darkness spreading through his homeland, so Adol accompanies him to investigate.

When they arrive they are greeted with dying crops, creatures who hunt humans, and despair so powerful, even Adol must shudder. So, with sword in hand, Adol must once again resume the mantle of "champion of justice" to rid the fair lands of Felugana of the evil leeching its life force away.



With graphics and music only compact discs can deliver, Ys III is a perfect blend of upbeat tunes, radical graphics, and smooth gameplay. Discover all new lands, as well as all new powerups to help Adol conquer the evil forces that lie within. You can't let them destroy the land of Ys!! Available in October.



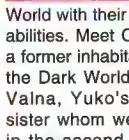
Available in October.



## VALIS™ III

Another sequel in a legendary series, Valis III propels the story of the sword of Valis to new heights. Once again, Valis III is formatted for play on other home systems, but the TurboGrafx-CD version is the only complete adventure! The opening sequence alone is huge. It has voice interlude and more animation than its predecessors.

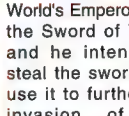
Become Yuko, the guardian of the Sword of Valis. This time, two friends come to Yuko's aid and help her defeat the force of the Dark



World with their own special powers and abilities. Meet Cham, a former inhabitant of the Dark World, and Valna, Yuko's twin sister whom we met in the second Valis



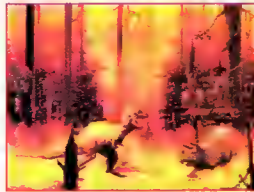
story. These three women warriors must attempt to save the Dark World from falling into the Void. The Dark



World's Emperor wields the antithesis to the Sword of Valis, and he intends to steal the sword and use it to further his invasion of the Human World.

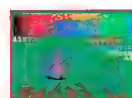


As another high action compact disc game for the Turbo Grafx-CD player, Valis III is a valuable addition to any player's library! This action game's soundtracks are the best yet. This is certainly the best Valis action with more to come in the future! Look for it! Available January 1992.



## MAGICAL DINOSAUR TOUR™

As the industry leader in compact disc gaming technology, NEC is also the first to introduce an entertaining educational CD for use on the TurboGrafx-CD player! This compact disc is loaded with information on dinosaurs and their time period. Magical Dinosaur Tour follows the rise of dinosaurs to their ultimate demise millions of years ago.



Lo-Lo is a talking baby dinosaur who will guide you along your journey in different time and places. Watch as 200 digitized dinosaurs are animated in full motion panoramas designed to make the dinosaurs come to life.

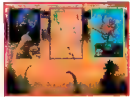
In certain segments, you can leaf through photo after photo of stored data on each of the 200 dinosaurs. Instantly zip to a specific dino-saur and learn its life history at a glance! After learning about the dinosaurs themselves, learn about their environments and discover different theories on the extinction of dinosaurs.

Magical Dinosaur Tour will take you on a special guided trip to the prehistoric era like never seen before! Magical Dinosaur Tour is guaranteed to please the whole family! Available now.

Available now.

Available now.

Available now.





# 16-BIT GAMES TO GO!

## PORTABLE POWER!

Certainly the most advanced handheld system on the market, the TurboExpress portable is capable of displaying 512 colors simultaneously on a 238 x 312 pixel

screen thanks to active matrix, backlit, liquid crystal technology. The end result is a playing image so clear and crisp that it rivals a television screen. By far the most impressive attribute of the

TurboExpress handheld is the ability to play entire library of 16-bit TurboChip™ games!

The overall size of the unit spans 4.3 x 7.3 x 1.3 inches and only weighs about a pound. Players can Bonk their way to school or on a long road trip to grandma's! Portable gaming was never so excit-

Of course, if you tire of playing games, you can always plug in the optional TurboVision™ TV

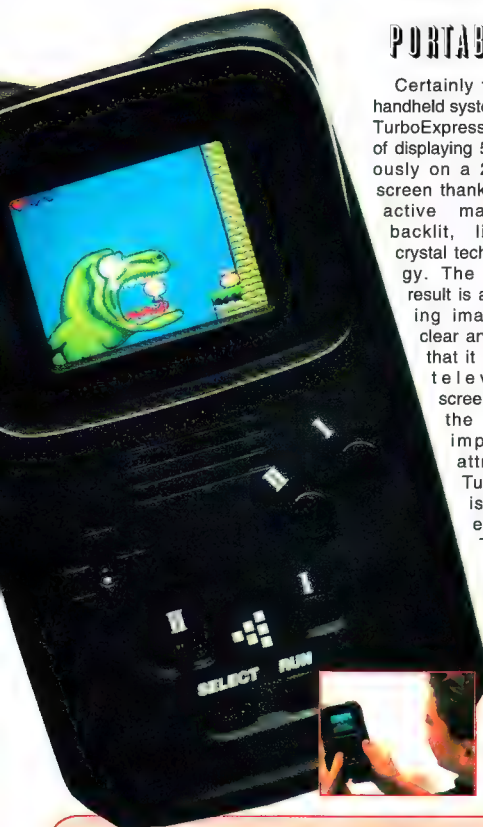
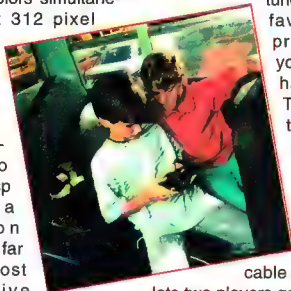


tuner and watch your favorite television program, right on your TurboExpress handheld! The TurboVision TV tuner offers a crystal clear picture of extremely high quality. To top it all off, the new

TurboLink™

cable (sold separately)

lets two players go head-to-head!



## TURBOVISION: TV ON THE GO

Don't be fooled by cheap imitations! The TurboVision TV tuner for the TurboExpress handheld system can reproduce the screen quality of most television sets! In addition, a separate video input allows you to use the TurboExpress handheld as a monitor to playback from a camcorder! Any TurboExpress Handheld player can enjoy the thrill and excitement of all TurboChip games as well as their favorite television show, on the go!



## TURBO LINK: HEAD-TO-HEAD ACTION

Portable players rejoice! The new TurboLink communication cable for the TurboExpress handheld is a powerful addition to any gamers portable library of peripherals! Take on a friend with two-player head-to-head excitement with the TurboLink cable. So if you want a REAL challenge, surely a friend will be glad to kick, smash, and race you on the best portable system around! The TurboLink



# "HERE'S WHAT THE EXPERTS ARE SAYING..."

## Aero Blasters

"For one or two players, this is running and gunning of the first order. If you enjoy the thrill of aerial pursuit, Aero Blasters puts you in the thick of action and keeps you there until your teeth rattle." *Game Players*

"...Aero Blasters is the most outrageously tough blaster ever. If you can get to the end of this puppy, you've earned your wings!" *Video Games & Computer Entertainment*

## Andre Panza Kick Boxing

"...Kick boxing requires technique and speed, both of which are built into this fine game." *Electronic Gaming Monthly*

## Battle Royale

"Battle Royale was designed with multi-player fun in mind and is geared mainly in that direction. Battle Royale will be enjoyed most by wrestling enthusiasts with enough players to fill the ring." *Video Games & Computer Entertainment*

## Bombberman

"Bombberman is a simple strategy game with the added appeal of wild, wanton destruction...extremely habit-forming and enjoyable diversion." *Video Games & Computer Entertainment*

"...Judging from the cute graphics, you might conclude that Bombberman is armed at younger players-but it will probably appeal to gamers of all ages." *Game Players*

## Bonk's Revenge

"...Bonk's Revenge pumps out sharper graphics, cleaner sound, and more wumpers than its predecessor. Bonk never looked this good!" *Electronic Gaming Monthly*

## Bravoman

"...Bravoman is a winner that combines challenging game play with an enjoyable ridiculous sense of humor." *Game Players*

## Champions Forever Boxing

"...a great challenging game, all contribute to make one of the best boxing games around." *Electronic Gaming Monthly*

## Davis Cup Tennis

"...It's a realistic simulation where you can play on different surfaces, makes a good TurboExpress game with the link cable" *Electronic Gaming Monthly*

## Devil's Crush

"Encompassing several vertically-scrolling screens, Devil's Crush supplies pinball fans with bizarre targets, alien thump-bumpers and a large replay field that is the centerpiece of the action...Pinball enthusiasts and fans of the original rejoice!" *Electronic Gaming Monthly*

"Pinball addicts also have reason to rejoice...Devil's Crush is a dramatic sequel to Alien Crush. Fans of the first game will be glad to learn that the graphics are even more spectacular than before." *Game Players*

## Double Dungeons

"...All in all, Double Dungeons takes the traditional 3-D maze game and enhances it enough to make an aging concept interesting again..." *Video Games & Computer Entertainment*

## Dragon's Curse

"Visually, Dragon's Curse is diverse; there's different scenery for each dragon kingdom and well-drawn characters. The graphics are interesting and pleasing as a whole, and the color palette changes from area to area. Dragon's Curse is a well-made game." *Video Games & Computer Entertainment*

## Final Zone II

"Final Zone II has that great CD-ROM introduction, complete with vocals, and wild intermissions with real speech..." *Electronic Gaming Monthly*

"Final Zone II is fairly difficult from the beginning and gets even more challenging as it continues. As a straight shooter, it's enjoyable and very addictive." *Game Players*

## J. B. Harold: Murder Club

"Everything is so well connected, there is no situation so obscure that after you finish the game you'll ask 'why it was there. Few games in the video game market are so outstanding that they would prompt you to buy a particular system...I think you can safely add J. B. Harold: Murder Club to that list of games." *Video Games & Computer Entertainment*

"The graphics are sharp...Real-life actors supply the voices and some digitized character photos...and if you like jazz, the original music score is excellent." *GamePro*

"...While text appears in the lower portion of the screen, voice accompanies the text. Music and sound effects are also present in the professional production...great example as to where video games are going...I love it." *Electronic Gaming Monthly*

## Last Alert

"The array of firepower deployed...most extensive ever put into a combat game..." *Game Players*

"...Last Alert mixes story sequences and action scenes to provide a detailed, action-packed story to go along with all the 'Wham-pow' action." *GamePro*

## Legendary Axe II

"Legendary Axe II is quick, action-packed, and enjoyable." *Game Players*

## Magical Dinosaur Tour

"...It's definitely good fun...Magical Dinosaur Tour really puts the CD's disc space to good use. It features excellent graphics with numerous animated sequences. You also get great sound that includes a lengthy narrative about each dinosaur and prehistoric jungle sound effects that'll send chills up your spine...this disc is good enough to turn anybody into a dinosaur lover...this disc is HOT!" *GamePro*

"Magical Dinosaur Tour is the most significant TurboGrafx-CD released so far. It finally realizes the potential of CDs and dramatically shows that a videogame machine can educate while it entertains." *Game Players*

## Sherlock Holmes, Consulting Detective

"...as soon as you play Sherlock Holmes, you'll realize that it's a fusion with an enormous amount of promise...The producers went to enormous expense to create the game, and it shows...if more games like Sherlock Holmes: Consulting Detective are released on Turbo CD, the CD player will quickly become a must-have accessory. As it is, Sherlock Holmes is a must-see for all electronic gamers." *Game Players*

"...For the first time in video game history, thanks to the huge memory in a CD, we will be able to play a game that will contain real footage! Three in perfect speech with synchronized lip movement and it will be difficult to believe that this is a video game!" *Electronic Gaming Monthly*

"...This disc contains over 95 video scenes shot for three different mysteries. If you crave a good mystery, the solution is elementary...grab a magnifying glass and a copy of Sherlock Holmes: Consulting Detective!" *GamePro*

"Sherlock Holmes is a totally unique game, offering for the first time real action video. This is a phenomenal achievement and promises to make it a big hit." *Electronic Gaming Monthly*

"...This is the wave of the future! It is revolutionary, challenging and years ahead of its time...Phenomenal!" *Electronic Gaming Monthly*

"...Sherlock Holmes: Consulting Detective is a game for thinkers." *Video Games & Computer Entertainment*

## Talespin

"...what we saw 'game' was impressive. Just check out those graceful Talespin...like the cartoon, is geared toward the younger crowd...it'll be a real winner with the under ten set." *GamePro*

"Talespin is the latest example of a popular TV cartoon series that's been translated into a video game...The graphics are very good...Talespin is a manageable game. It should hold the interest of younger players...Graphically, with its colorful and endearing cartoon characters, it's perfect." *Game Players*

"...The scenarios that let you control the flight of Baloo's plane are outstanding...Talespin would earn a hearty thumbs-up vote from TG-16 owners everywhere." *Video Games & Computer Entertainment*

## TV Sports Basketball

"TV Sports Basketball is the first five player basketball video game ever made. That's right fans - using the TurboTap, up to five players can team up against the computer team, or go head-to-head. You can set your own plays - picks, screens, post ups

and clear outs. On defense you can crash the boards, release for a fast break, pass the middle, or trap the ballhandler. This is a cart for diehard hoopers!" *GamePro*

"...TV Sports Basketball has a multitude of features not found on most other basketball games, including live-on-fly play. The graphics and sounds help add the sports life into a class all its own...TV Sports Basketball really works as a head-to-head title, with two opponents facing off in a five player mode." *Electronic Gaming Monthly*

"...Play them with the TurboTap and lots of friends. As such, the game really opens up because of the interaction and cooperation that happens when it turns into a real multi-player game!" *Electronic Gaming Monthly*

"Turbo-Hoopsters rejoice!...There's never been a 'perfect' basketball video game, but TV Sports is pretty darn close...live-player games are great fun. TV Sports Basketball is a slam dunk!" *GamePro*

"...TV Sports Basketball is another gem...if you have a TurboTap, five controllers and five people, you can't afford to miss this one; the five-player mode is a blast. Even when you lose, it's great fun!" *Video Games & Computer Entertainment*

## TV Sports Football

"...TV Sports Football shows the action from simulated camera angles, and does so with creativity and imagination. You can almost feel the crunch when two players collide." *Game Players*

## TV Sports Hockey

"TV Sports Hockey can be played by five people at one time. Of course, it's a great one-player game as well. Yes, sports fans, this game's got it all!" *GamePro*

"...TV Sports Hockey features incredible graphics and remarkable game depth, complete with three different game types and easy or full rule modes...also features the option of 5-player simultaneous play...invites the whole family to join in the fun!" *Electronic Gaming Monthly*

## Valis II

"...The graphics are good, it plays quickly, the difficulty levels are appropriate, and it automatically saves your data after you complete each level. It's extremely addictive, too. If you like scrolling right the monsters, run-jump-and-shoot games, you're sure to like Valis II!" *Game Players*

## Valis III

"Each Valis III level features incredible enemies. But this state-of-the-art CD also overindulges you with a swarm of musical scores and fascinating animation sequences." *GamePro*

## Vegeus Tactical Gladiator

"Vegeus is an interesting change of pace for TGX-16 gamers. It's sort of a vehicle game, but not really. It's sort of an action game, but not really. In fact, it's sort of a category unto itself. There's plenty of good old-fashioned shoot-'em-up." *GamePro*

"...Because Vegeus gives you only one life to work with, it seems more realistic than other shooters. It's colorful, fast, and addictive." *Game Players*

## Yo' Bro!

"...the best skateboardin' action anywhere!" *Electronic Gaming Monthly*

## Ys Book I & II

"Ys Book I & II is a strong game...makes excellent use of the CD format!" *Game Players*

"With the help of CD technology, NEC has packed two full quests into one game, and created a storyline right out of a best-selling fantasy novel. We get to see and hear the tale of an entire land disappearing and then get equipped with dozens of different implements to aid us in the journey to unlock the secrets surrounding the event. This game is magnificent from beginning to end, blowing away all competing RPGs hands-down." *Electronic Gaming Monthly, 1991 Video Game Buyer's Guide*

## Ys III

"Ys...Ys features a fantastic new musical score and cinema intermissions that are even more spectacular than Ys Book I & II. The time the game is played in a fast and funous side-scrolling battlefield. Tons of items and hours of exciting game play could make this the best CD available yet." *Electronic Gaming Monthly*



# ACTION / ADVENTURE

## LIFE IN THE FAST LANE...

Take a leap toward the wild side with TurboGrafx-16 action and adventure games! The star of the show is none other than that caveman with a lifetime supply of aspirin, Bonk! He's leading the way in his second adventure, Bonk's Revenge! No more mister-nice-cave-guy! He's going to bonk the Evil King Drool III all the way out of the galaxy!

Following in Bonk's shadow is Silent Debuggers, a three-dimensional adventure full of surprises so shocking you may need to check with your doctor before playing it!

If you're still standing, check out



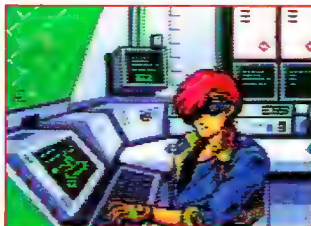
Impossamole, that new super hero of the world who really knows how to dig it! He's going to have his hands full with the evil Vlarg and his grotesque henchmen. This action game is so intense, the weak need not apply.

Lastly, the scene becomes dark and foreboding as Night Creatures takes the stage. With an evil backdrop, Night Creatures is not for people with weak stomachs. Perhaps a little milk of magnesia is in order.

Titles like Bonk's Revenge, Silent Debuggers, Impossamole, and Night Creatures are guaranteed to entice and excite you! The TurboGrafx-16 system offers some of the hottest titles for action and adventure fans of all ages! Try a quick game of Bonk's Revenge,

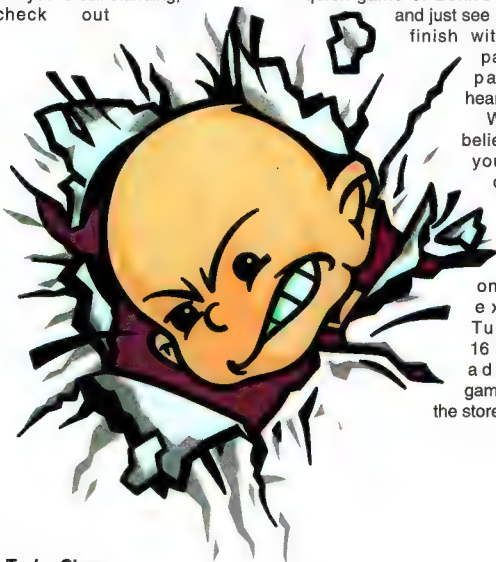
and just see if you don't finish with sweaty palms or a palpitating heartbeat.

Well, non-believer, have you had enough? Probably not, so you can count on more exciting TurboGrafx-16 action and adventure games to flood the stores soon!



## SILENT DEBUGGERS™

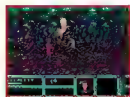
Shh! Everything is deathly silent as you peruse the deserted space station. What could have wiped out that whole patrol of Debuggers, the galaxy's fierce masters of combat? Wait...a pinging sound! Time freezes as a monstrous, insect-like creatures leap for your face! Blamo! He's dead! But you just set off the computerized self-destruct mechanism. Now you'll have to blast through six levels of these unspeakable monsters to disarm it. Hurry! Time is running out as you plunge deep into a mystery that's more ghastly than the creatures themselves! No corner is safe in Silent Debuggers. Available in October.







## NIGHT CREATURES™



Fight off the Queen of Darkness in this awesome display of 16-bit graphics by NEC! Watch in horror as your hero slowly changes from a normal human into a grotesque monster. Use your mutating powers to win! Available early 1992!

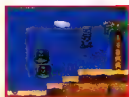


## IMPOSSAMOLE™



For Monty Mole, a day at the beach turns into the adventure of his life when he's beamed aboard an alien spacecraft. He's transformed into Impossamole, with super powers to save their planet from the evil Vlarg! Now

beamed aboard an alien spacecraft. He's transformed into Impossamole, with super powers to save their planet from the evil Vlarg! Now



you're up to your cape in Vlarg's monster bosses with crack-up crea-

tures ready to nail your tail! Power up your laser to blast the Dragon Boss.



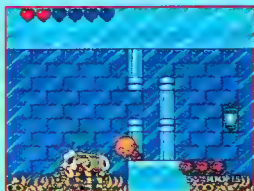
Bomb the Abominable Snowman. Then trash the Venus Moletrap before he has you

for lunch. The fiendish Vlarg awaits your final desperate battle! Impossamole features many hidden bonuses and surprises, as well as giant bosses at the end of each level! And check out the weird alien enemies! Available in October.



## BONK'S REVENGE™

Bonk is back, and he's mad! Now he must face off against the Evil

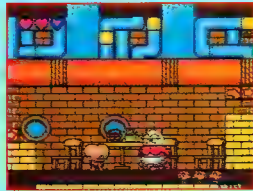


King Drool's successor, King Drool III! The two halves of Princess Za's home, Moonland, must be reunited, and Bonk is the cavetude to do it! The first Bonk adventure was just a prelude to this graphical monster! Bonk's Revenge features larger, more detailed round bosses. The



incredible background will make your eyes bulge! No TurboGrafx-16 adventure ever utilized the full potential of its color palette like Bonk's Revenge.

All of your favorite enemies are back...with a few friends! Don't worry, Bonk also has a few new tricks up his sleeve! Grab the meats to transform into Fire-breathing Bonk or Nuclear Bonk! Take a special flower, and Bonk can fly! Even masters of the first Bonk adventure will find Bonk's Revenge a big chal-



lenge in a big way!

Eight fierce levels await Bonk, filled with tons of hidden secret and bonus levels. In fact, eight different bonus rounds are ready to test your Bonking abilities to the max! Can you jump across the bottomless pits and reach the goal? What about utilizing your patented Bonk-Spin to maneuver your way down a vertical fall, gathering fruit and vegetables? Well, maybe it's a little rough for you. Remember, Princess Za is counting on you! Available now.





# SPORTS-MANIA!

## SPORTS GAMING BREAKTHROUGH

NEC is proud to announce their new sports line, TV Sports! The first game, TV Sports Football, offers more realistic graphics and numerous offensive and defensive plays to choose from. The second title, TV Sports Basketball, has both horizontal and vertical perspectives and player stats. The third title, TV Sports Hockey, features close-up graphics, line stats, and numerous play options. The fourth title, TV Sports Baseball, is due for release in the Spring of 1992.

On top of all of these smash hit games, NEC is also introducing some hit titles converted from European computer formats. Andre Panza Kick Boxing from France is one such title. Here, you train to defeat 8 kick boxers and challenge the world champion Andre Panza himself. Davis Cup Tennis is another

French title slated for release in the States for the TurboGrafx-16 system. Davis Cup Tennis is the ultimate in tennis excitement with an almost endless combination of options available to vary gameplay. Champions Forever Boxing is a new NEC title expected to be released for Christmas '91 that features great digitized sounds and a rap music background.

The main advantage of TurboGrafx-16 sports titles is the ability to have from two to five players play at a time with the purchase of an inexpensive TurboTap adaptor. The TV Sports titles are all five-player games as well as other titles like Battle Royale, a wrestling free-for-all in the center ring. Even Davis Cup Tennis has a four-player mode!

As the only company with the capability for five-player games, all of NEC's sports titles have an added touch of realism not found in other systems. After all, a computer player will never change its programmed strategy, but who knows the predictability of the human mind? Don't let good minds go to waste!



## TV SPORTS HOCKEY®

### ICES THE BEST!



Slap shot! Hat trick! Icing! Power play! You'll find all of these and more

in TV Sports Hockey! Right from the opening face off, you'll feel the tension mount as the close-up referee skates in to drop the puck into play! Finally, the game begins and all bets are off! After a fierce battle up the middle (and a couple of fights along the way)



you manage to break away into a one-on-one close up! Fire your slap shot and walk away with a narrow victory!



Of course, if the computer seems a little too simple, have 5 friends play as partners or opponents with the optional TurboTap adaptor. It doesn't matter because either way, you are heading for an intense game!



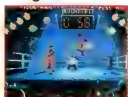




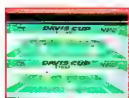
## ANDRE PANZA KICK BOXING™



Fresh from the European computers comes Andre Panza Kick Boxing! In this arena you must train to actually perfect your kick boxing skills and learn new attacks. Battle eight vicious opponents and then take on the mighty world champ, Andre Panza!



## DAVIS CUP™ TENNIS



Davis Cup Tennis features some of the most impressive option screens anywhere! Try out four different court types, single, doubles, four different tournaments, practice a little, even adjust your personal skills! After that, get 4 friends and play doubles!



## CHAMPIONS FOREVER™ BOXING

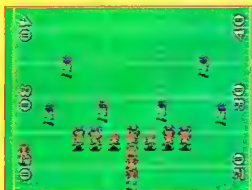


Champions Forever Boxing features the leg-ends of professional boxing like George Foreman, Larry Holmes, Muhammed Ali, Ken Norton, and Joe Frazier. The announcer has a digitized voice! Cool rap background music adds to the punch of this game.



## TV SPORTS LEADS THE WAY!

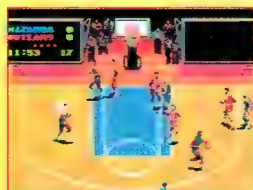
NEC's new TV Sports series of sports titles are heading the revolution of multi-player games. Each title allows up to five players to join into the action as partners or the opposition with the TurboTap adaptor! The choice is yours! Also, each game has an extensive options mode which lets you tailor your team to your liking. Remember, you are the coach, and you say who hits the field, which plays to execute, and when to go for long yardage! If you need a special challenge, have some friends play, and form your own strategies to beat the computer. Or better yet, play against each other and face the hardest challenge of all! Don't pass them up, or you'll miss the excitement!



## TV SPORTS FOOTBALL®



Heading up their TV Sports series, TV Sports Football also has a five-player option and eight teams with individual stats. Play exhibitions, leagues, or just practice. You are the coach, so use your best judgement! By the way, don't tackle the ref.



## TV SPORTS BASKETBALL®



Very few basketball titles can even come close to TV Sports Basketball. The five-player option is the only one of its kind and offers realism never seen before. High resolution graphics and real statistics are featured throughout the game.



# MULTI-PLAYER

## READY FOR THE PARTY GAMES?

Nothing is more frustrating than having friends over for a party, when everyone can't play together. NEC has the answer: Five player games using the TurboTap adaptor!! Five player simultaneous action is enough to call NEC's multiplayer titles "party games."

Party games offer more excitement and intensity than a normal one or two player title. Imagine 5 friends squaring off in Battle

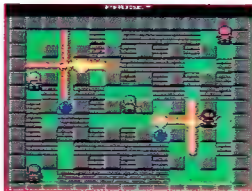


### TURBOTAP

Royale, a rough, tough, wrestling free-for-all. TV Sports Hockey, Football, Basketball, and, coming in 1992, Baseball are the first in the newest line of TurboGrafx-16 sports

titles. These games all have the five-player option! Davis Cup Tennis has a four player option to bring out the best tennis simulation ever!

These are the type of games that make you flush with excitement and wipe your wet palms! The emotional levels soar while playing a five-player game, thanks to the devious realism of human players.

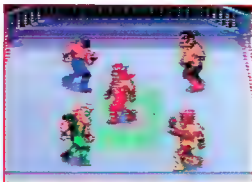
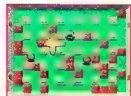


### BOMBERMAN®



Grab up to five players and sit down to a blasting game of Bomberman, where you

can bomb your way to victory as you search for powerups and eliminate the opposition. Look for the hidden exit in the walls, but don't uncover it too early, unless you want a few visitors.



### BATTLE ROYALE™

Get on your skin tight's and war paint! Coming up next, it's the Battle Royale! Take on some friends or a



computer opponent in a wild free-for-all guaranteed to rock your socks! Choose from five different arenas wrestling warriors in your quest to become the ultimate super-slam star!



## EXISTING MULTIPLAYER GAMES



TV Sports Football



TV Sports Basketball



TV Sports Hockey

Aeroblasters™  
Final Lap Twin™  
Battle Royale™  
Turbo Golf™  
World Class Baseball™  
Sonic Spike™  
Super Volleyball™  
Takin' it to the Hoop™

Dungeon Explorer®  
Fighting Street™  
Monster Lair™  
Ordyne™  
Chew-Man-Fu™  
Devil's Crush™  
King of Casino™  
Military Madness™

Davis Cup™ Tennis  
Panza Kick Boxing™  
Power Golf™  
Bomberman™  
TV Sports Baseball™  
World Court Tennis™  
Moto Roader™  
Double Dungeons™



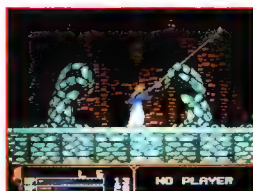
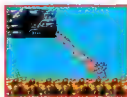
# THIRD PARTY



**TURRICAN™**  
FROM BALLISTIC

Long ago, Alterra was a peaceful man-made life-world. Now, the Multiple Organism Link (MORGUL) reigns supreme.

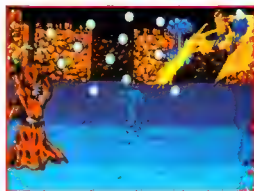
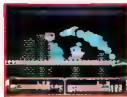
Only the genetic warrior Turrican can eliminate the hostile organisms on the 5 worlds and destroy the three faces of MORGUL! Available before Christmas.



**CADASH™**  
FROM WORKING DESIGNS

The world has been overtaken by Baarogue the Destroyer, and it's up to you to return peace to the land.

Become a fighter, mage, priestess, or ninja with special abilities and definite weaknesses. A hit arcade game for 1 or 2 players. Available by November.

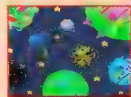


**THE RIFTWAR SAGA®**  
FROM KID'S SOURCE

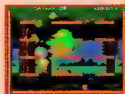
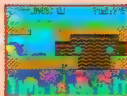
Riftwar Saga is a 1 or 2 player action / adventure game set in the fantasy world of Midkemia. The game provides non-stop action combined with a strong storyline and creative problem solving. Containing nine levels and multiple bosses. Coming in 1992.



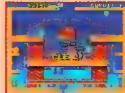
**PARASOL STARS™**



This third installment in the Bubble Bobble series blasts Bubby and Bobby into the world of 16-bit graphics. It is up to you, as either Bubby or Bobby, to save your solar system from a new

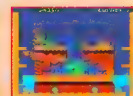
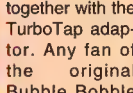
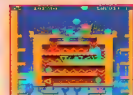


to planet, each possible rounds, toward the final confrontation that will make or break the universe! Two players can play

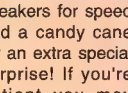


together with the TurboTap adaptor. Any fan of the original Bubble Bobble will certainly enjoy this one! The techniques are similar but not quite the same. Your umbrella can catch the

mysterious threat, armed only with a magic umbrella! Hop from planet one featuring 8



bubbles and enemies roaming around the screen and toss them like cannonballs! You can also use your umbrella to slow your fall. All of the original powerups are still here, ranging from the Lightning Strikes to the all-powerful Bomb! Grab the sneakers for speed and a candy cane for an extra special surprise! If you're patient you may even discover some secrets which will send you to the hidden bonus rounds! Can you reach the end? Available in October!





# TURBO KIDS

## YOUTH SPOTLIGHT

Totally impressive! Even though the TurboGrafx-16 game selection has been highly diverse in theme, age groups, and difficulty, NEC continues to program more games to round out their current selection of titles. New to the youth front are some up and coming hot titles like



TaleSpin, based on the Disney animated feature of the same name, Yo Bro, a comical look at alien invasions and surf dudes, and Darkwing Duck, another Disney title.

TaleSpin is clearly an adventure for kids of all ages, allowing players to control Captain Baloo and Kit Cloudkicker in their quest against the evil Watusi Witch Doctor. In Yo Bro, take the mantle of a radical surf dude trying to rid the cities of California of bogus aliens sent by the Ratz gang! Darkwing Duck takes a different tone, as kids become the awesome crimefighting duck throughout his travels.

Each title has a unique theme, gameplay, and strategy. This is more than enough to keep the overall game life extremely high without sacrificing the fun. Although made with kids in mind, hardcore gamers will find these titles fun too. Yo Bro, Darkwing Duck, and TaleSpin are perfect for kids ages 8 years old and up.



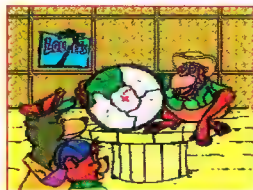
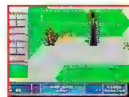
Don't let the difficulty fool you, however; the graphics and control are still the same high quality of any TurboGrafx-16 game. No corners are cut to bring out visually entertaining games for the whole family to enjoy. Even the soundtracks are upbeat.

The number of youth-oriented games is growing at an astonishing rate, much to the delight of parents whose children are frustrated with high difficulty games like Military Madness or J.B. Harold: Murder Club. Titles like TaleSpin, Yo Bro, and Darkwing Duck are definitely akin to a "G" rating, with little or no violence.



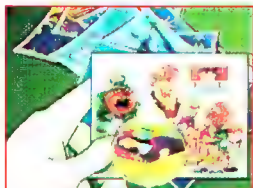
## YO' BRO!™

Take off, dude! The evil Ratz gang has launched a huge assortment of killer creatures and mischievous machinery to invade the 'peaceful' towns of California! Grab your skateboard and get the people to safety while battling the armada on the streets! This is mega-cool!



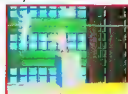
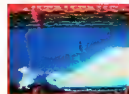
## TALE SPIN®

Based on the adventures of Disney's TaleSpin characters, TaleSpin whisks you through 7 thrilling levels and over 150 challenging screens! Captain Baloo and Kit Cloudkicker are here, as well as the evil Watusi Witch Doctor, looking for the lost treasures of Ionia. Don't miss it!



## DARKWING DUCK®

Also a Disney do-gooder, Darkwing Duck is coming to the library of TurboGrafx-16 games. He's a premiere crimebusting duck, looking for trouble! Gather ammo and power to take on bad dudes like Steel Beak, Tuskerninni, and Megavolt, members of the F.O.W.L. gang! A high-powered hit! Available by Christmas.



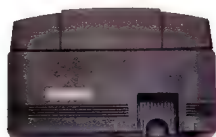


# NEXT GENERATION NOW

## JUMP INTO THE 16-BIT ARENA!

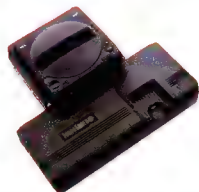
To help more people enter the highly competitive 16-bit market, NEC is proud to introduce their new low prices! The base system suggested retail price tag of \$99.99 makes the TurboGrafx-16 the lowest priced 16-bit system anywhere! Now, people who were intimidated by the high costs can enjoy 16-bit technology at an 8-bit price. The TurboGrafx-CD player also enjoys a low suggested retail price of merely \$299.99, expanding the CD market.

Another great price advantage of the TurboGrafx-16 system is its peripherals. You can add on as you deem necessary! If you want a TurboGrafx-16 system on the go, the TurboExpress handheld system can utilize all existing TurboChip cards! If you want full-blown multi-player action, a TurboTap adapter will allow up to five-players to join in the fun at one time for certain titles. Of course the TurboGrafx-CD player is the ultimate peripheral, boasting 5200 Megabits of power compared to 12 Megabits of the biggest cart! Next Generation gaming is at new wave prices!!



## TURBOGRAFX-16 BASE SYSTEM

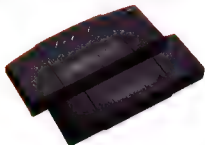
**\$99.99**



## TURBOGRAFX CD

**\$299.99**

The TurboGrafx-16 system is sold separately.



## TURBOBOOSTER/ TURBOBOOSTER PLUS

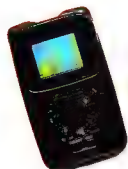
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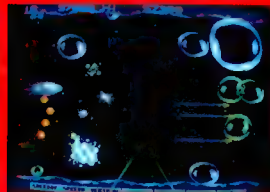


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**ALL ITEM  
LOCATIONS  
REVEALED!**



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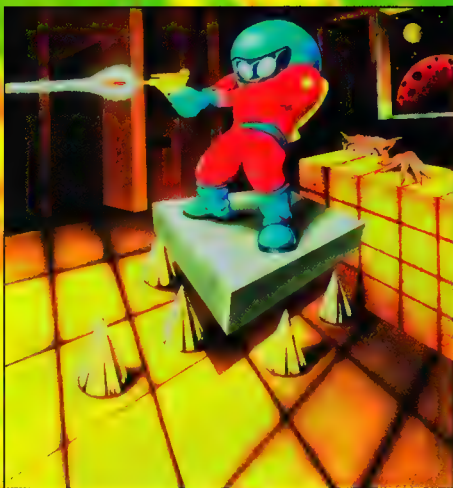




## HELP OUT HUMPHREY!

Yikes! Humphrey, the peaceful hero of the story has been abducted by the evil aliens, the Zaks! The Zaks are traveling the universe collecting specimens of all intelligent lifeforms they come across. Thus, Humphrey found himself in the lowest level of an eight story spaceship. Unfortunately, the Zaks, being an alien race and all, don't breathe normal air like Humphrey does. They some weird green mist which is lethal to him! Luckily, he has his air tanks and can fill them periodically with the spare tanks lying throughout the ship. No air means no Humphrey!

After examining his surroundings, Humphrey decides to make a break for the escape pod stored in the highest level of the ship. In order to get there, he must traverse wide expanses of spikes and drops, as well as avoid his captors, the Zaks, and their servant droids! Each level



forms a veritable labyrinth of challenges that only Humphrey can solve.

Humphrey's main danger is touching any sharp objects, because they will puncture his space suit, creating a lethal air leak! All of the droids except service droids have sharp edges that can damage his suit, and the Zaks themselves are merciless if they catch him. Can you guide Humphrey through each taxing stage? Or will Humphrey never see his beloved planet again?

## THE CHARACTERS



### HUMPHREY

*You guide his struggle to escape from the evil aliens who have captured him.*



### ZAKS

*These ugly evil being from other galaxy abducted our hero Humphrey*



### GARFFS

*These happy-go-lucky aliens like to sleep on your head and bounce around.*



### DROIDS

*Numerous robots will try to stop Humphrey's escape by stealing precious air from his fragile tanks. Some are helpful, though...*

### MAINTENANCE

*This droid is slow-moving, but it will try to "fix" you if Humphrey draws near.*



### SECURITY

*This mean-looking droid will take away some air and throw you out of the room.*

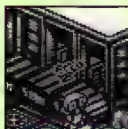


## GOALS AND ITEMS



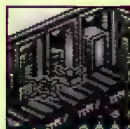
### AIR TANKS

*Humphrey's only hope of survival.*



### STUN GUN

*Stalls the Zaks for a short time.*



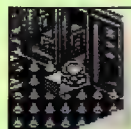
### PARTICLE DISRUPTOR

*Disintegrates mines and step blocks.*



### COMPUTER INTERFACE

*Lets Humphrey access the level map.*



### CIRCUIT BREAKER

*Stops all droid movements in one room.*



### CODE KEY

*Opens the locked door on its level only.*



### TELEPORT CHAMBER

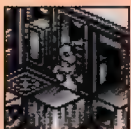
*Sends Humphrey to a new ship section.*



### ELEVATOR SHAFT

*Takes Humphrey UP one level only.*

## DANGERS



### ZAKS

*The aliens are covered with ugly green, slimy scales which are as sharp as razor blades! They do the most damage to Humphrey's space-suit and causes a huge loss of air. They follow Humphrey's movements exactly.*



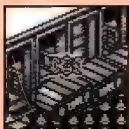
### DROIDS

*The droids made of an unknown metal alloy with many jagged edges to rend Humphrey to shreds! They follow predetermined patterns based on the model of the robot. Only one robot is helpful - the service droid with a flat head.*



### SPIKES

*Spikes are everywhere! They pose a smaller danger to Humphrey since they only cause tiny air leaks. Some have spikes covering the entire floor, some rooms have spikes sitting in Humphrey's path here and there.*



### MINES

*Mines are a sizable hazard, as they either float around the room or lie in Humphrey's way. The mines are large and quite difficult to jump over, and usually another route around them is the safest path. Mines are disruptable.*



## LEVEL 1 - THE HÖLD







## RIDE THE DROID TO SAFETY!

The service droid is the only robot Humphrey may touch without losing air, but only if he stands on its head! The service droid will carry you to safety if you can time your jumps just right.



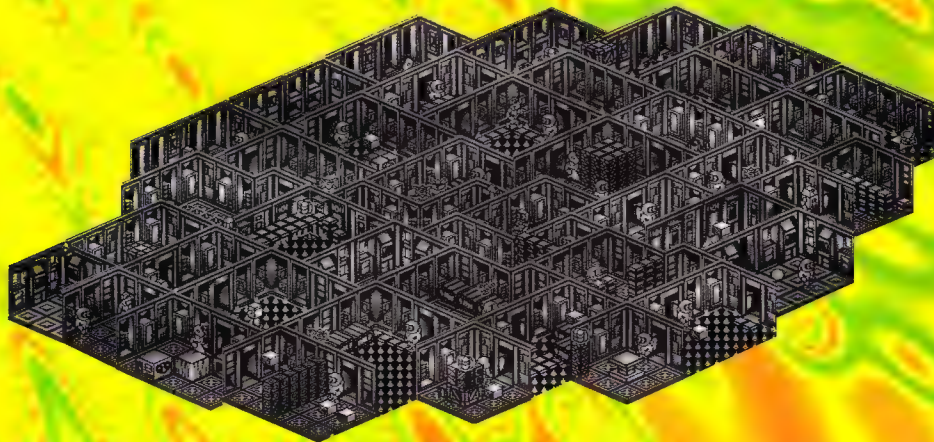
## LOOK FOR THE HIDDEN BLOCKS!

This area has two hidden blocks to help Humphrey cross the spiked chasm. Move to the right or left until you hit an invisible block. Next, jump onto the hidden step block and it will appear.



## LOOK FOR THE SECRET DOOR!

Keep moving when you enter this room or the two security droids will crush you! Jump over the spike in the middle of the room or you'll have to try again! The secret door takes you to the teleport room.



### MAP SYMBOL KEY



AIR TANK



NO FLOOR



MEMORY INTERFACE



LOCKED DOOR



PARTICLE DISRUPTOR



STUN GUN



CIRCUIT BREAKER



ELEVATOR UP



SECRET DOOR



CODE KEY



TELEPORTER



ELEVATOR DOWN



# LEVEL 2 - ENGINEERING







## USE THE STEP BLOCK FOR COVER!

You must first cross the wide gaps to the step block. Then get behind it by picking it up, moving forward, then dropping it. Now, push it up to the corner, trapping the droid. Finally, jump free!



## ONE-WAY TICKET!

The only way to reach the air tank in the area is to enter from the right. This will give you access to the powerful jumping board and spring you to the air tank.



## MASTER THE CORNER JUMP!

Certain areas require that you jump around corners (usually over treacherous spikes) to reach your destination or avoid a droid. Timing is critical in this room because one mistake means doom!



## LEAVE IT ALONE!

The Circuit Breaker on this level is hard to attain, so it would be best to leave it alone and continue your mission. Otherwise use the middle block to jump across.



## THE GARFF CAN SPRING YOU OUT!

You may either use the Particle Disruptor to free the Garff or wait for it to push the step block so you may grab it. Next, jump on the Garff's head to bounce over the high wall to the exit!



## LOOK OUT BELOW!

Some rooms have no floors! If you fall, you'll land in the level directly below you. Here, jump to the lone floor tile to avoid being knocked unconscious by the Zak.

### MAP SYMBOL KEY



AIR TANK



NO FLOOR



MEMORY INTERFACE



LOCKED DOOR



PARTICLE DISRUPTOR



STUN GUN



CIRCUIT BREAKER



ELEVATOR UP



SECRET DOOR



CODE KEY



TELEPORTER



ELEVATOR DOWN



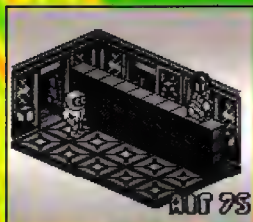
## MAP SYMBOL KEY

|  |                    |   |          |   |                  |   |               |
|--|--------------------|---|----------|---|------------------|---|---------------|
|  | AIR TANK           |  | NO FLOOR |  | MEMORY INTERFACE |  | LOCKED DOOR   |
|  | PARTICLE DISRUPTOR |  | STUN GUN |  | CIRCUIT BREAKER  |  | ELEVATOR UP   |
|  | SECRET DOOR        |  | CODE KEY |  | TELEPORTER       |  | ELEVATOR DOWN |

## LEVEL 3 - CRYODECK







## DON'T FORGET A DISRUPTOR!

If you want to get the Computer Interface from the next room, you'll need the particle disruptor to destroy the pile of step blocks in your path. Be careful of the droid. You only have one shot.



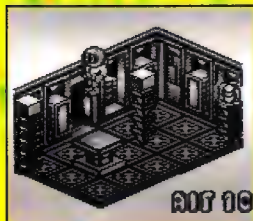
## JUST WATCH THAT FIRST STEP!

Here's a touchy situation! To get across, jump to the middle tile. Then take a mighty leap to the other side. You'll just make it! If you miss, however, you'll fall to the level below you!



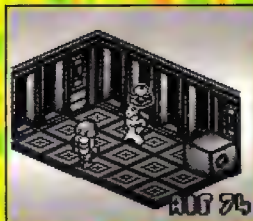
## WHAT'S THAT UP THERE?

Yikes! An evil Zak fell on your head! Don't worry, as long as he's up there, he can't hurt you. The best way to finish this room is to quickly run to the other door without hesitating. The Zak won't fall.



## JUST WHEN YOU GASPED FOR AIR...

Here it is! An air tank! Whew! To get it, you may need to jump several times on the trampoline. The left-hand step block is hard to reach.



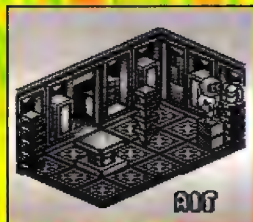
## THIS ZAK HAS SOMETHING ON HIS MIND!

A Circuit Breaker to be exact! Run around him, get on the platform, and prepare to land on the Zak's head. Then grab the Circuit Breaker and run!



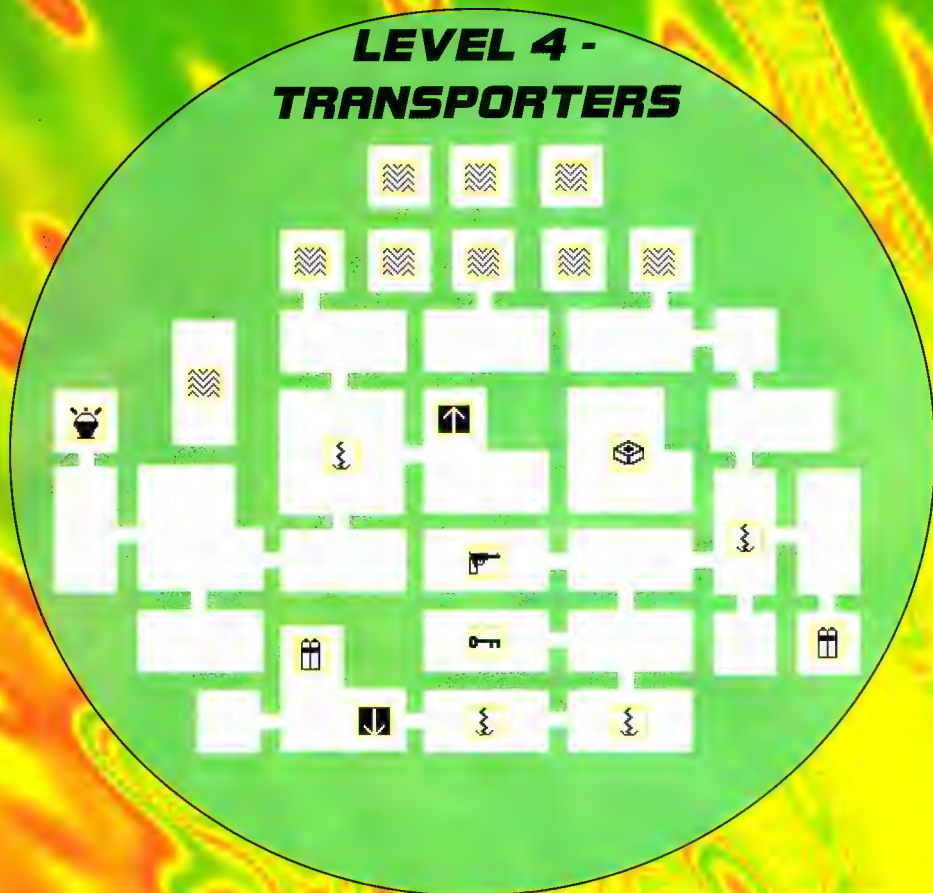
## HOW FAST CAN YOU RUN?

Ouch! To get this Stun Gun, you'll need to run and jump to it before it falls onto the spikes and into oblivion! You may need to try several times. Most of the areas require speed and jumping ability. There are very few rest areas. The best way to slow down is to jump to a perch, unless a Zak or hopping droid is in the room. Also watch out for the Garffs, because not only is your jumping hindered, but you cannot run straight or fast. Every second counts!





# **LEVEL 4 - TRANSPORTERS**



## **MAP SYMBOL KEY**

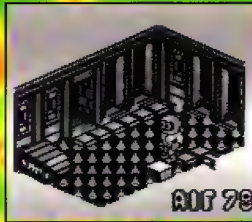
|   |                    |   |          |   |                  |   |               |
|---|--------------------|---|----------|---|------------------|---|---------------|
|  | AIR TANK           |  | NO FLOOR |  | MEMORY INTERFACE |  | LOCKED DOOR   |
|  | PARTICLE DISRUPTOR |  | STUN GUN |  | CIRCUIT BREAKER  |  | ELEVATOR UP   |
|  | SECRET DOOR        |  | CODE KEY |  | TELEPORTER       |  | ELEVATOR DOWN |





## HOW FAST CAN YOU JUMP?

*As soon as you enter this room, you need to move forward and jump to safety! The box will not hinder you if it lands on your head, just keep moving! One quick leap and you're home free.*



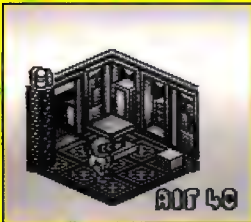
## ARE YOU A SKILLED JUMPER?

*This room will test your jumping skills to their maximum. The first test is the moving platform. Next, jump from the platform to the conveyor belt. Lastly, jump around the corner to safety.*



## TRANSPORT TO THE NEXT ROOM!

*Ugh! Transporters are a pain sometimes, especially when they're perched in a floorless room! These blocks disappear when you touch them, so hold the jump button down and hop to it!*



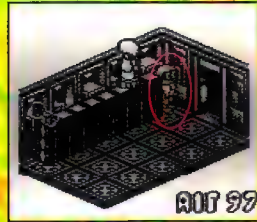
## VALUABLE AIR IS HARD TO FIND!

*To get this troublesome air tank, jump on the vanishing block to the trampoline. The jump to the air tank is difficult, but possible.*



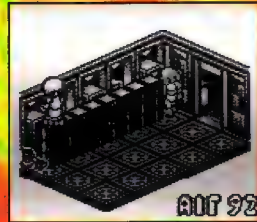
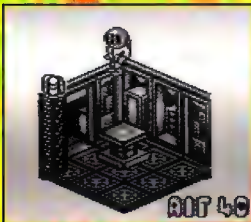
## NOW WAY! HOW IS IT POSSIBLE?

*You can reach the gun! The hidden blocks are right in front of you! Just have faith and jump forward. The blocks will pave a path to the gun.*



## DROIDS CAN BE HELPFUL SOMETIMES!

*When you enter this room, stand in the upper corner. This will let the droid walk on your head and slowly push the key off the ledge!*

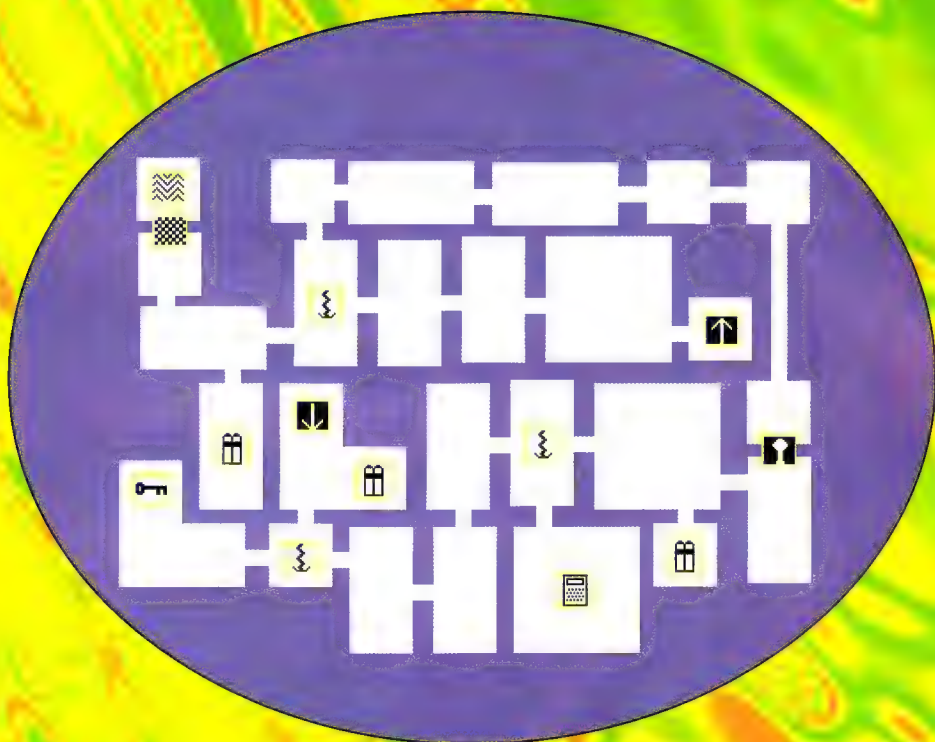








# LEVEL 6 - THE GALLEY



## MAP SYMBOL KEY



AIR TANK



NO FLOOR



MEMORY INTERFACE



LOCKED DOOR



PARTICLE DISRUPTOR



STUN GUN



CIRCUIT BREAKER



ELEVATOR UP



SECRET DOOR



CODE KEY



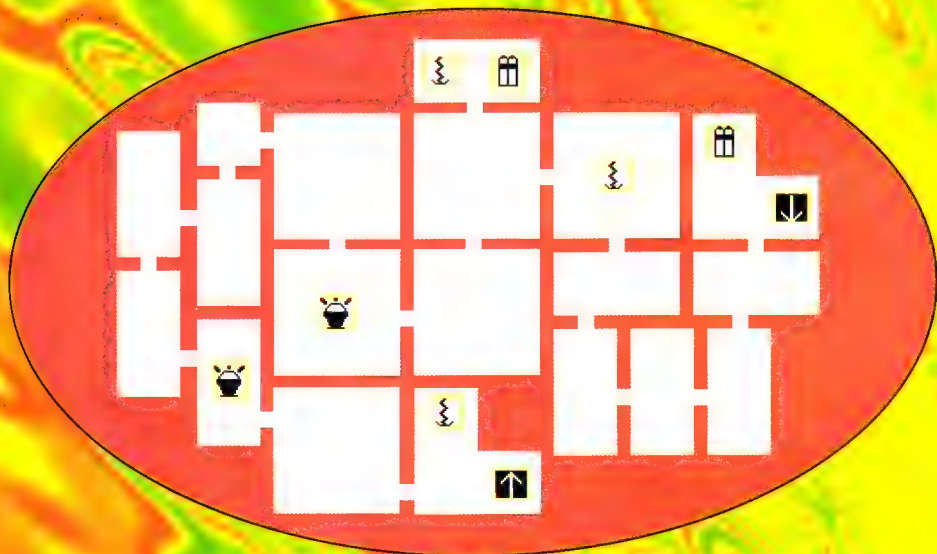
TELEPORTER



ELEVATOR DOWN



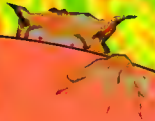
# LEVEL 7 - CREW'S QUARTERS



## MAP SYMBOL KEY

|  |                    |   |          |   |                  |   |               |
|--|--------------------|---|----------|---|------------------|---|---------------|
|  | AIR TANK           |  | NO FLOOR |  | MEMORY INTERFACE |  | LOCKED DOOR   |
|  | PARTICLE DISRUPTOR |  | STUN GUN |  | CIRCUIT BREAKER  |  | ELEVATOR UP   |
|  | SECRET DOOR        |  | CODE KEY |  | TELEPORTER       |  | ELEVATOR DOWN |





### MAP SYMBOL KEY







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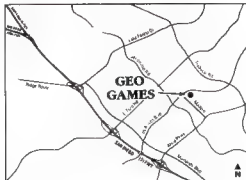


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# BEHIND THE SCREENS AT SEGA OF JAPAN

## "THE MAKING OF SONIC THE HEDGEHOG"

He's cute, loveable, ornery, and impatient. Just looking at him on the screen causes you to smile because he has the attitude and looks of a character that is so different, you can't help but like him. Who? It can only be Sonic the Hedgehog.

We fell in love with him back in June of 1990 when he made his public debut at the Tokyo Toy Show. It was only a short running demo but what was there was so different that we had a feeling this game was going to be something special. And we've been chasing after him for a year and finally caught up with him this June. After interviewing the key people behind this super game we find his history is as exciting as is the game.

### THE BEST FROM SEGA

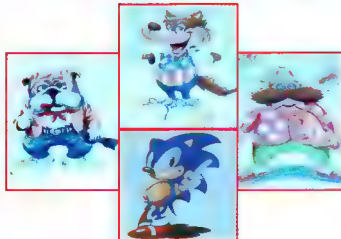
It was 1 1/2 years ago. Sega had their new Mega Drive/Genesis system and they wanted to make a game that was to be truly exceptional. It was to show off the capabilities of the system. It was to be Sega's flagship. But it also had to be fun to play for people of all ages.

### SONIC THE WOLF...???

The first project was to select a character that would be appealing to everybody. This was done inside



of Sega of Japan. A contest was held, and all the employees of the company were asked to send in a sketch of this new character. There



*The finalists in the pick the hero contest!*

were over 100 different entries and the four finalists included a bulldog, a wolf, a man with a large mustache and a porcupine-type animal.



*The first appearance of a porcupine in a Genesis game was in Alex Kidd.*

We all know who won but could you now picture Sonic as being a wolf? The man with the mustache was impressive and he did make it into the game, but not as the hero, rather as the evil Doctor Ivo Robotnik!

### DO THE IMPOSSIBLE!

With the character set, it was time to do the game. But it was not to be just an ordinary game, it was to be the best that Sega has ever done. To do this Sega pulled out all the stops and gave the project to the best people they had.

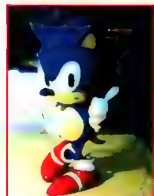
The main people who were responsible for this super game are Mr. Minoru Kanari, Manager, 16-bit Consumer Software Development and Mr. Naoto Ohshima, Chief Character Designer. Six other people worked on the Sonic project including graphic designers, programmers and artists. The music was done by a popular group - Dreams Come True.

### GOOD GAMES TAKE TIME!

The directive was that Sonic had to be all new. Not just another action game with a cute character, but this game was to do things that no game has ever done. This would take time. In fact the first 6 months



*Mr. Minoru Kanari and Mr. Naoto Ohshima of the Sonic Team.*



*After the shape of Sonic was determined, a clay model was made to assist in the animation.*



were devoted to the game concept alone. That's an unusually long time considering that a 'normal' game takes only about 8 months to do the entire project!

With the game laid out, the next year was devoted to make the impossible happen. Sonic was to have incredible speed (as the name implies), the animation had to be perfect - not choppy but smooth. The screen rotation had to be done in software and condensed to fit into a 4 megabit configuration. Secret rooms were built in as was a 'skill' factor. Depending on how fast Sonic would be going off some of the jumps, he would reach various heights where there are different bonuses. Multiple endings were also built into the game to inspire the player to continue playing.

## SONIC'S A HIT!

While Sonic made a brief appearance as a self running one screen demo at the 1990 Tokyo Toy Show, it wasn't until the U.S. 1991 Winter Consumer Electronics Show when



**Either stuffed or real, U.S. or Japan, Sonic was at every trade show!**

Sonic would make his grand debut. And what a grand entrance it was! Virtually every publication, both U.S. and foreign, was thoroughly impressed with the unbelievable action and tricks that were built into the game. We here at EGM were so impressed, that all of the editors unanimously selected Sonic the Hedgehog as the "Game of the Show". And, as we found out later, Sonic was less than 40 percent done at the time of the show!

After the CES Sonic went back to Japan where work continued on the detailing of the game. Additional moves were incorporated into the

game, the animation was fine tuned until it was perfect, and special software algorithms were created just for this game so that the screen rotation sections would be smooth and natural appearing. As all of this was progressing Sonic would take some time off to make an appearance at the various Consumer Software Group shows throughout Japan. And always getting the same results - long lines of interested players waiting just to get a few minutes at playing this sensational soft. Finally, after over 18 months of long hours Sonic was finished. Just in time for the U.S. Summer Consumer Electronics Show. Again, as in January, Sonic drew crowds. But this time he had competition. Mario was back for his fourth adventure. Sega, prepared for the comparison, was undaunted and took the initiative. At their booth, Sega had a



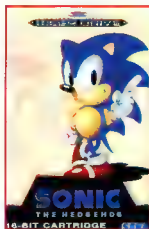
**Sega ran a side-by-side comparison with Mario 4 at the CES!**

side-by-side comparison of Sonic vs. Mario! From similar comparisons held nationwide, Sega officials stated that over 90 percent of the players who participated in the comparison preferred Sonic to Mario 4.

## SONIC GOES PUBLIC

It wasn't much of a surprise but when Sonic appeared in the stores in early June, Sonic literally flew off the store shelves. Sega states that not only is Sonic their best selling U.S. cartridge ever, but worldwide preorders also surpassed even the most optimistic forecasts. Sonic hit Europe around the end of June and appeared in Japan in late July. According to our World Net sources, Sonic is in great demand virtually everywhere in the world! Shortages exist everywhere and Sonic is get-

ting rave reviews by game magazines in every country.



**Sonic appeared in Europe shortly after the U.S. introduction!**

## SONIC DIVERSIFIES

Like any popular character, the Sonic likeness will start appearing elsewhere. In Japan Sonic dolls, fans, comic books and note pads are already out. Also, if you look



**Sonic dolls, pads of paper, fans and comic books! Soon he will be everywhere!**

close, Sonic makes a cameo appearance in the hit 32 bit arcade game - Rad Mobile - he is hanging on a chain that sways back and forth on the screen. TV isn't out of the realm of possibility and, of course, a sequel video game is already underway as is a Master System and Game Gear 8 bit version of the original cart. One thing that is for sure, Sonic will not fade away into obscurity as Alex Kidd did. Starting in September, Sonic will replace Altered Beast as the pack-in cart with the Genesis System!

It's been a year and a half in the making but it was well worth all of the extra effort. Sega now has a game that not only shows off the capabilities of the system, but is fun to play too!



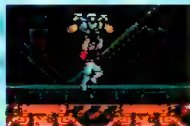
## FACT-FILE

Manufacturer: Jaleco  
Machine: Nintendo  
Cartridge Size: 4Meg  
Special Chip: MMC3  
Number of Levels: 7  
Theme: Action  
Difficulty: Easy  
Number of Players: 1  
Available: October

## KNOCK OUT THE ENEMY INVADERS!

You're a member a special task force who are half robot and half human. Enemies have invaded the planet and have taken control! You must defeat the enemies and retake the planet or the whole human civilization is doomed. The only thing that will help you on your mission is the speed and power that you have in your fist. You will receive some help from friendly robots, but you will have to earn their help.

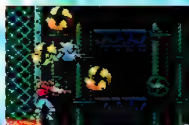
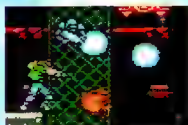
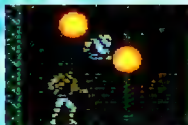
## JET PACK POWER



*When you have attained one of each of the eight power-ups, you can do a very interesting thing with it. You can grab on to the power-up and use it to fly you up anywhere. You can then use it to get to unreachable levels.*

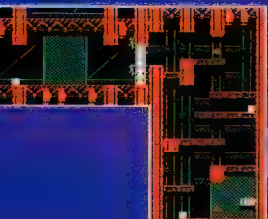
## SCENE 1

# SHATTER HAND





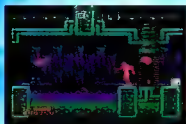
After you have one of the power-ups you can get one additional one. To do this you have to obtain one of the power-ups and then get that same one again, without losing the original one. If you do this you will turn into a robot that shoots flames. This only last for a little while though.



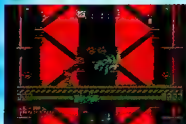
## SCENE 2



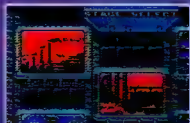
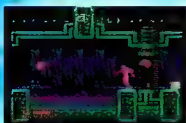
## SCENE 3



## SCENE 4

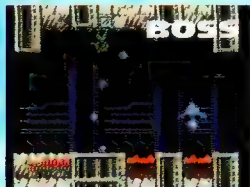


## SCENE 5



Once you get past the first level you can pick from any of the five levels you want to do next. After you beat those five levels you will go to the final level where you will meet the end boss. This will be the greatest challenge in the game.

## SCENE 6





## FACT-FILE

Manufacturer: FCI  
Machine: Nintendo  
Cartridge Size: 4 Meg + Bat.  
Number of Levels: NA  
Theme: RPG  
Difficulty: Hard  
Number of Players: 1  
Available: Now

# POOL OF RADIANCE

## Riches, Fame, And Glory!!!

Are you ready to enter the world of Pool of Radiance? you arrive in the city of Phlan. As you enter the city you meet a man who will give you a tour explaining all the sights of Phlan. This city is divided into two, one side infested with monsters and one side populated by people. As you travel farther into the game you will engage in many battles, all of which you must survive in order to continue your journey. With three of your own characters and three of your workers you travel throughout the land to find the Pool of Radiance. Now, pick up your sword and put on your armor as you must be off on your quest.



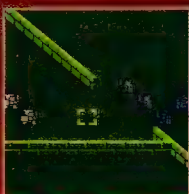
GUAYDON



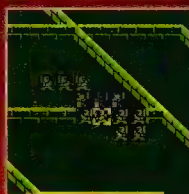
GOLDFEAF



FELGAR



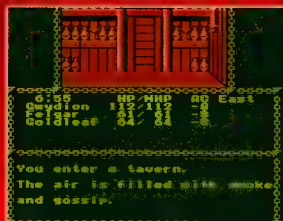
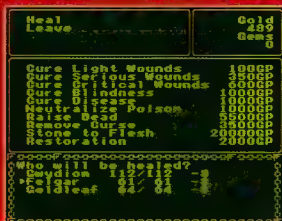
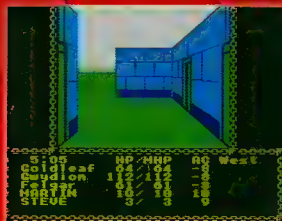
When you come into a situation to fight, you should always remember to have your fellow companions healed. Beware of enemy magic spells. They are deadly!!!



These are some of the many characters you will meet.



REMEMBER TO CHECK BEHIND EVERY DOOR FOR EXTRA WEAPONS AND POWER!!!



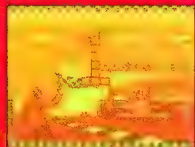
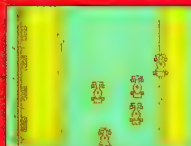


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Printed in Japan



## FACT-FILE

Manufacturer: Acclaim  
Machine: NES  
Cartridge Size: 2 meg  
Number of Levels: 50  
Theme: Action  
Difficulty: Easy  
Number of Players: 2  
Available: Now

### Watch out dinos. Trog wants food!

Trog is tired of all the quality control issues that come a lack of originality. Even though his prehistoric adventures have been praised, he can't get enough of the action's highlights. The goal of the game is to guide Trog through an island collecting limited eggs. The main problem is that you are being pursued by a mob of dinosaur dinosaurs who have a mean appetite, and you're on the main island. In order to defeat the boss you need to collect all the eggs on the island. After which you can proceed to the next level. Other than you can pick up, there's a small 100% bonus available, as well as some items, and a pineapple that will help you to avoid enemies. Trog's main goal is that you can do a few things of your own. It's a fun fact. Use your brain, it's a prehistoric action is good here.

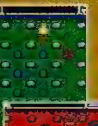
Acclaim's  
Trog is a  
dino  
and he's  
your  
hunger by  
leaving on the chicken for a  
while!



### USE FRUITS AND ITEMS TO POWER-UP!



### THERE ARE MANY LEVELS!



### IT'S TROG!



### TAKE A LOOK AT THESE EXPRESSIONS!



Enter  
these will  
let you  
warrior  
to an other  
point on  
the  
island!





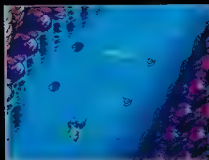
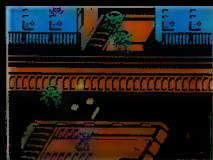
PREPARE YOURSELF

# FOR THE INVASION...

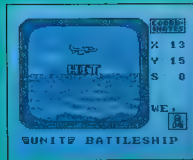
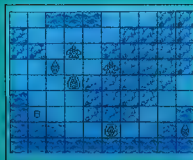
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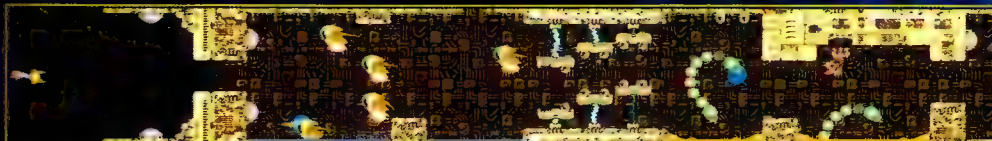
## FACT-FILE

Manufacturer: Irem  
Machine: Super NES  
Cartridge Size: 8 Meg  
Number of Levels: 7  
Theme: Shooting  
Difficulty: Moderate  
Number of Players: 1  
Available: October 1991



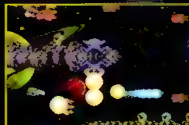
## BLAST THE BYDO EMPIRE TO KINGDOM COME.

You thought that the terror had ended. You assumed that the galaxy was a safe place to explore. You were wrong. Shortly after you ravaged the Bydo armada that tried to destroy the Earth, the Bydo Emperor launched a massive counterattack as an act of revenge. As the first glimpses of the Bydo empire appeared on the edge of the solar system, the Earth Defense League once again elected a lone soldier to pilot the R-9 and destroy the oncoming menace. This time, desperate measure had to be taken because the Bydos are no longer interested in Earth's resources; they're out for blood and won't stop until Earth is completely obliterated. You must invade the core of the Bydo Empire and go face to face with Emperor himself. I hope you've made out your will.



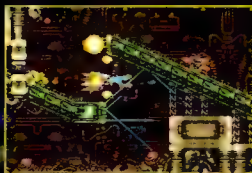


## STAGE ONE

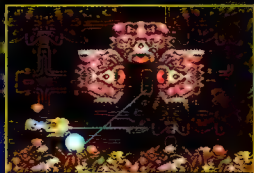


Enter the Bydo in this basic outer space defense zone. A well placed plasma blast should get rid of the pesky boss.

## STAGE SIX

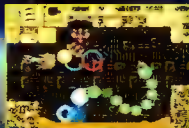
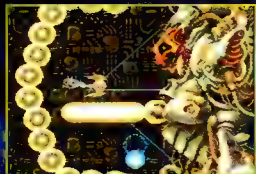


Now you're inside the Bydo base. Destroy the newest Bydo cre-



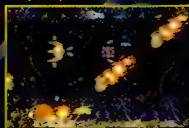
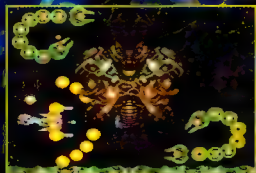
ations right off the production line. Reflective lasers works best on the boss.

## STAGE TWO

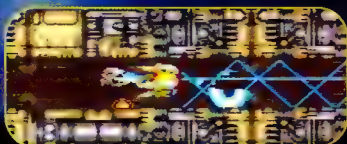


Invade the Bydo warehouse and waste the boss with a Super Plasma Blast. Say, doesn't he look familiar?

## STAGE THREE

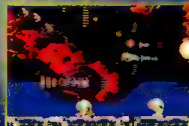
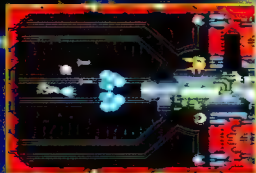


Beware of kamikaze Bydos and rushing waterfalls. Shoot the boss in the eye with two blast for best results.



## STAGE SEVEN

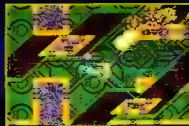
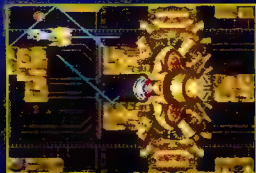
## STAGE FOUR



Fight this huge battleship from the outside, then go in for the kill and destroy the core of the ship.

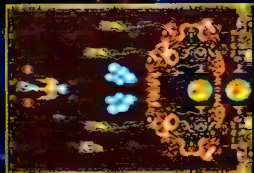


## STAGE FIVE



The walls have a habit of moving in this level. Don't get trapped while fighting the end boss. Stay at the top.

This is the Bydo's last line of defense. Get through this



onslaught of defensive firepower and you go face to face with the Motherbrain!



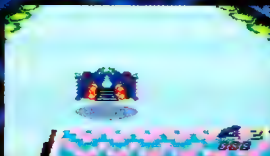
## FACT-FILE

**Manufacturer:** Nintendo  
**Machine:** Super-NES  
**Cartridge Size:** 4-Meg  
**Number of Levels:** 7+  
**Theme:** Racing  
**Difficulty:** Average  
**Number of Players:** 1  
**Available:** Now

# F-ZERO

## GENTLEMEN, START YOUR TURBINES...

Now that the S-NES is finally out, the system needs games that show off its capabilities, and F-Zero does exactly that. The theme is that you have to pilot your futuristic hovercraft through seven different tracks. But, you have to end up at least third in each race in order to proceed. The main challenge is getting to the finish line alive. Many obstacles will get in your way such as magnetic bars, land mines, and other racers with attitudes that would give their blood to be number one. Should you touch these, your power will decrease lower and lower until you blow up, but there is a section on the track that will restore some of your power via a large airborne supply vehicle. Also dotted around the track is some rough terrain that will slow you down. But just avoid it. Easily one of the best racing games ever!

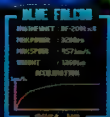


Watch out for those jumps!

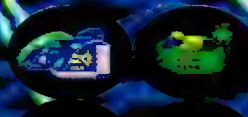


Check out these rotation sequences via the mode 7 processor.

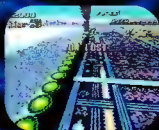
## CHOOSE YOUR HOVERCRAFT!



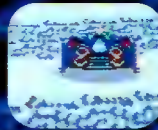
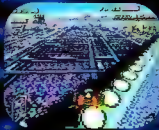
Think out which craft you want. Each one has its own advantages.



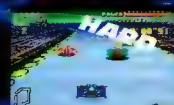
## WATCH OUT FOR RACEWAY DANGERS!



LOOK OUT! Dangers like mines, Magnetic bars, and other cars will reduce your power.



## THERE ARE THREE DIFFICULTY LEVELS!



## HELPFUL ITEMS

Many objects like arrows and nitro cans will help you speed by the other racers as well as finish the track with a better time record!





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Bazooka-toting mercs lurk in the deadly jungle brush.



Voodoo and drug smugglers? Time to break their spell...Punisher-styled!



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There's nowhere for them to hide. Packing his M60 machine gun, nitro-charged grenades and heat-seeking rockets, The Punisher™ will hunt them down from the urban New York jungle to the voodoo-infested wilds of South America... destroying everything evil in his sight! With Spider-Man® at his side, hundreds of enemies will be given the **ULTIMATE PAYBACK!**



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| Advertiser              | Reader Service Card No. | Page No.          |
|-------------------------|-------------------------|-------------------|
| Acclaim Entertainment   | 150                     | 9,115             |
| American Sammy          | 118                     | 59,61,63          |
| Annuzzato               | 137                     | 40                |
| Atlus                   | 178                     | 148(OBC)          |
| Bandai America          | 119                     | 47                |
| BigNet,USA              | 175                     | 41                |
| Bre Software            | 190                     | 112               |
| Concept Comm Co         | 197                     | 66                |
| Chips and Bits          | 134                     | 117               |
| Die Hard Game Club      | 131                     | 120 - 121         |
| Electronic Games        | 186                     | 64                |
| Electronic Arts         | 111                     | 6 - 7             |
| Enix                    | 172                     | 42 - 43           |
| FCI                     | 121                     | 23                |
| Game Dude               | 181                     | 131               |
| Game Express            | 171                     | 83                |
| Game Storm              | 173                     | 127               |
| Gametronix              | 179                     | 145               |
| Geo Games & Electronics | 155                     | 101               |
| HAL America             | 110                     | 17                |
| Home Entertainment Dir  | 173                     | 54                |
| Home Arcade Int.        | 196                     | 14                |
| HO/RC Hobbies           | 163                     | 12                |
| Hudson Soft             | 109                     | 15                |
| Irem America            | 24 - 25                 |                   |
| Japan Video             | 199                     | 50                |
| Kartridge King          | 182                     | 48                |
| Konami                  | 146                     | 2                 |
| Kyugo                   | 159                     | 31                |
| Marketing Int           | 180                     | 60                |
| Microprose              | 138                     | 3                 |
| Namco America           | 140                     | 35,133            |
| Natsume                 | 126                     | 29                |
| NEC                     | 101                     | 49                |
| NTVIC                   | 106                     | 107,109           |
| Play-It-Again           | 129                     | 125               |
| Precision Control       | 136                     | 58                |
| Radiance Software       | 102                     | 58                |
| Razor Soft              | 104                     | 32 - 33           |
| Renovation              | 113                     | 57                |
| Sega of America         | 107                     | 10 - 13,134 - 135 |
| Sunsoft                 | 164                     | 147               |
| Taito                   | 161                     | 39                |
| Tecmo                   | 123                     | 37                |
| Tengen                  | 123                     | 19,21             |
| Treco                   | 195                     | 65                |
| Trysoft                 | 167                     | 131               |
| Verdict Telereviews     | 168                     | 58                |
| Vic Tokai               | 125                     | 26 - 27,51,53,55  |
| Video Game Headquarters | 144                     | 62                |
| Video Game Excitement   | 177                     | 131               |
| Video Game Mansion      | 145                     | 36                |
| Video Games From Japan  | 135                     | 62                |
| Video Replay            | 176                     | 38                |
| Video Vend Dist         | 187                     | 36                |
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## ELECTRONIC GAMING MONTHLY

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And the excitement doesn't stop there! EGM is giving away a super GRAND PRIZE, a full-sized arcade video game, to one of these 15 champions!

Entering the EGM \$10,000 Great Game Give-Away is the easiest part of all! Simply detach the Reader Service Card from this issue, circling the appropriate reader service number for FREE GAME INFORMATION, and send it in for automatic contest entry!



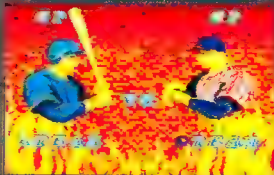
Rules: All entries must be postmarked by September 30, 1991 to be eligible for the third drawing. All previously accepted entries are eliminated after each drawing is completed. The decision of the judges in the selection of the winners is final. Neither EGM nor the judges will be liable for lost or misdirected mail. No purchase is necessary to enter. Multiple entries are allowed, but only if sent under separate postage to: EGM Great Game Give-Away, 1920 Highland Avenue, Suite 222, Lombard, IL 60148. The specific titles of the Nintendo game packs contained in the Nintendo game packages is up to the judges. Employees and families of Sendai Publications, Inc. are not eligible to enter. Deadline for third drawing is September 30, 1991. Grand Prize Winner is selected at random from the previous 15 winners on October 15, 1991. The title of the arcade game awarded is up to the judges. Void where prohibited. \* \$10,000 value based on MSRP of all products awarded.



## FACT-FILE

Manufacturer: Jaleco  
Machine: Super NES  
Cartridge Size: 8 Meg  
Number of Levels: NA  
Theme: Sports  
Difficulty: Easy  
Number of Players: 1 or 2  
Available: September

# Super Bases Loaded



## BATTER UP!!!

Jaleco extends their Bases Loaded series to the Super NES. They have made many changes in this spectacular version, but the biggest is in the graphics which now are in a 'league' of their own! Also, they have given the game a whole new perspective when it comes to fielding. This creates a nice effect.

There are two challenges in this baseball game, the first is to beat the other team, and the second is to beat a level 5 team and get a perfect score of one hundred. Your score is based on five categories and every time you make a mistake, you lose valuable points. So start warming up as this is one of the best versions of baseball yet.

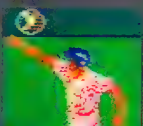
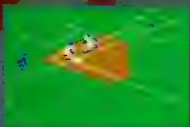


The outfielders give you more control than in previous baseball carts. Play just like a real baseball player would by diving and jumping for the ball and make great game winning plays.

## PLAY BALL!!!



The new reverse perspective you have when you bat and hit the ball makes it a little different than most baseball games, and takes a bit getting used to.



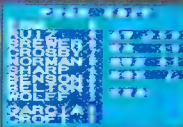
## CUSTOM DESIGN YOUR TEAM IN THE EDIT MODE!

### EDIT



This game offers you a unique editing option which allows you to modify your players to give them new stats. You then can make them as good or bad as you would like. Make your team the perfect players!

When editing your players the ability that a player has is all up to you. You can change their batting averages, the number of home runs they have, or if they bat right or left.

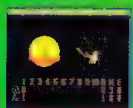
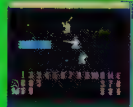
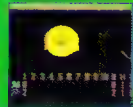


## HOLY COW! IT'S A HOME RUN!



If you hit a home run, then you will be crowned...

you to a real winner in the game. There are huge amounts of money to be won!





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CIRCLE #134 ON READER SERVICE CARD.



**Manufacturer:**Sega  
**Machine:**Genesis  
**Cartridge Size:**8 Meg + bat.  
**Number of Levels:**NA  
**Theme:**RPG  
**Difficulty:** Hard  
**Number of Players:** 1  
**Available:** Oct.

# SHINING IN THE DARKNESS

As a former owner of a small business, I can tell you that the time of the week that is most important for your business is the day after tomorrow. That's because it's the day after tomorrow that you'll be able to tell if you've made the right decision. So, if you're looking for a way to make sure you're making the right decision, the day after tomorrow is the day to look for. That's because it's the day after tomorrow that you'll be able to tell if you've made the right decision. So, if you're looking for a way to make sure you're making the right decision, the day after tomorrow is the day to look for.

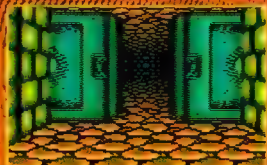
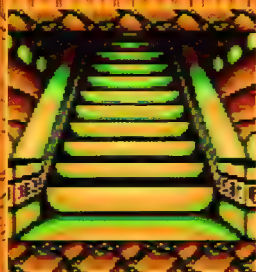
Those who are not ready to be realistic that the situation is bad as it is, if they want to fight, be prepared to do battle the usual human way, with sweat and tears, through the usual hard work. Make much of the good and pay attention to the negative on the way as they will think the going should be this way.



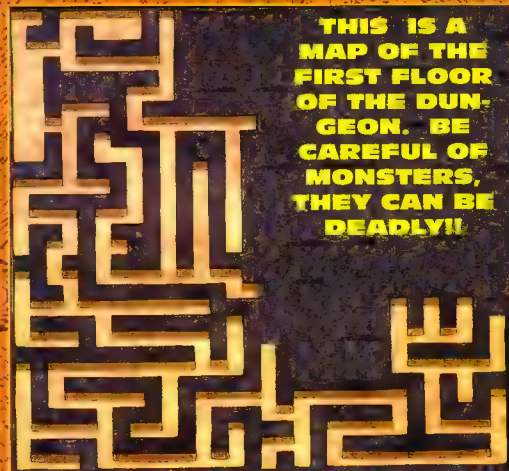
## OH HOLY ONE!



**GOING UP**



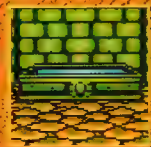




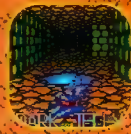
**THIS IS A  
MAP OF THE  
FIRST FLOOR  
OF THE DUN-  
GEON. BE  
CAREFUL OF  
MONSTERS,  
THEY CAN BE  
DEADLY!!**



**ONLY 1000 COINS  
WORTH OF TREASURE**



**STOCK UP  
ON HERBS!**



*The monsters in this area  
are all very powerful  
and very strong. Don't be  
afraid to fight!*



**WEAPONS  
STRONG  
ENOUGH?**







# DIE HARD

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Harden  
Namco Stadium  
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Aqua  
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Wrestle in Monsters

**SEPTEMBER**  
Maverick  
Galaxy Force 2  
El Viento  
Beat! Warriors  
Star of the Stage

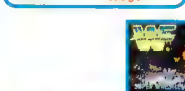
**ALSO LOOK FOR THESE HOT TITLES COMING SOON**

Heavy Nova  
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**MEGA DRIVE CD**  
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**ARE YOU READY? THIS BABY CAN SCALE LIKE THE MOVIES!**

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Street Fighter  
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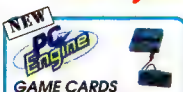
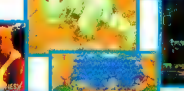
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Starblaster  
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Soldierman  
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Twin Hoots  
RBI 3  
Alien Storm  
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Road Runner  
Lo winner Road

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Saint Sward  
Swamp Thing  
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Maz. Jemal-Rider  
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Deepest Attack  
Quackshot  
Donald Duck  
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Air Fighter



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**AVAILABLE NOW**  
Lifts Demon Star  
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**JULY**  
F-1 Circus 91  
Final Soldier  
Bank 2  
Maverick  
Racing Spirit

**NOVEMBER**  
Hill Top  
Galaxy Force (SG)  
December  
Shider (SG)

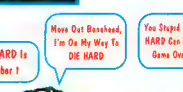
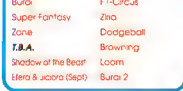
**AUGUST**  
Power League 4  
1941 (SG)  
Dragon Egg  
Powerful  
Magical Chase  
Super Mario Crasher



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Gon Goum  
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Dragon Slayer  
Valks 4  
Bura  
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Zone  
T.B.A.  
Shadow of the Bear  
Hiro & Jucora (Sept)

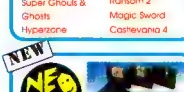


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Final Fantasy 4  
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Ulti Squadron

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Joe & Mac  
Lagoon  
Dungeon Master  
New Legend of Zelda  
Pro Soccer  
Earth Unk

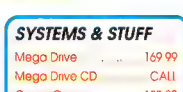
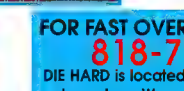
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Raiden  
Super Ghouls & Ghosts  
Hyperzone



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Sengoku  
Narn 15  
Top Player Got!  
Baseball Stars  
Cyber Spy  
Cyberbit  
Joy Joy Kid  
Jeague Bowling

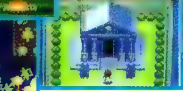
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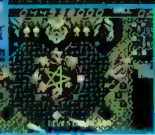
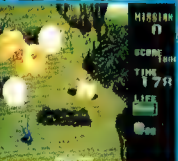
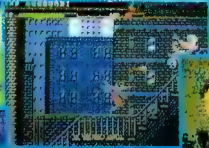
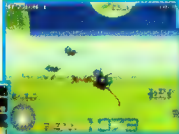
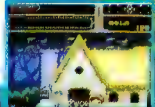
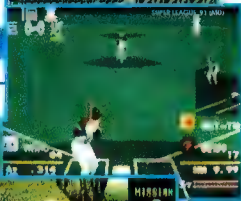
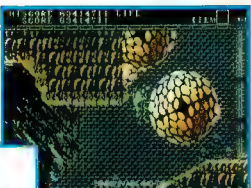




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I Saw Him On His Way  
To The Super-NES!



How That I've Seen  
Super Mario & Ghosts,  
I Guess I'll Go See My  
Friends At DIE HARD!



Wow! That  
El Viento Is  
Looking Good!

DIE HARD Gets The  
New Games As Fast  
As I Clear A Level!



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## FACT-FILE

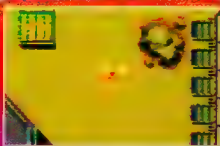
Manufacturer: Bignet  
Machine: Genesis  
Cartridge Size: 8 meg  
Number of Levels: 8+  
Theme: Shooter  
Difficulty: Medium  
Number of Players: 1  
Available: September

# RAIDEN TRAD

## CAN YOU SAVE EARTH FROM THE ALIEN INVASION?

It's the year 2699 A.D. and alien forces have been launched in order to take over our world and its people. The Earth forces have only one choice and that is to attack the enemies with their new untested supersonic fighter bomber called "Raideen." You are the only one who knows how to fly this sophisticated ship, so don't let the human race down.

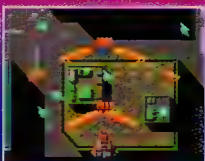
Bignet brings a new 8 meg vertical scrolling shooter to the Sega Genesis. There are 8 levels of intense shoot'em up action and one special stage. Plenty of power-ups and a high level of challenge make this one of the best arcade translations yet!



Unlike other shooters, when you die you aren't completely powerless because a fairy comes out and will supply you with a few power-ups.

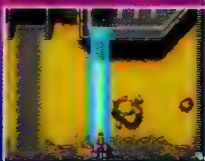
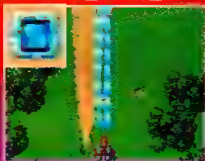
## INCREDIBLE POWER-UPS!!

### WIDE SHOT



There are two types of power ups for your shots. One is a wide shot and the other is a laser. The laser is strong, but it is a little small. The wide shots are weak, but cover the whole screen. Each one has eight levels of power.

### LASERS



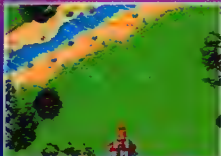
## THERE ARE TWO TYPES OF MISSILES! POWER THEM UP FOUR TIMES...



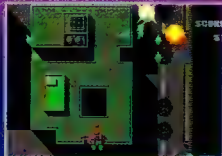
### MULTI-WARHEAD MISSILE



This is a nuclear missile that shoot straight ahead, and is very powerful. A number of them can be fired at one time.



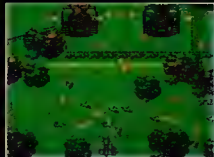
### HOMING MISSILE



This one is a homing missile and is very useful. While it isn't as powerful as the multi-warhead missile, it does more damage.



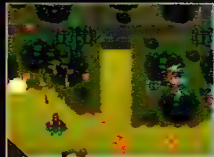
## LEVEL - 1



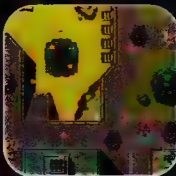
*You just took off from Earth, so you haven't run into any really major enemies. This is a good time to power-up your ship and collect a few bombs.*



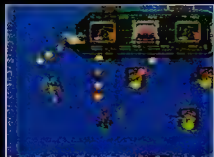
## LEVEL - 2



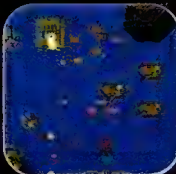
*Things begin to get a little more intense because you are getting deeper into your mission. Use your bombs wisely because you'll need them later.*



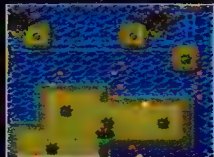
## LEVEL - 3



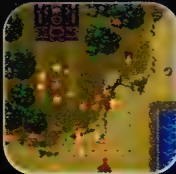
*The enemy takes to the seas, as you make your way towards your final encounter. You will face different types of enemies as you cruise over the water.*



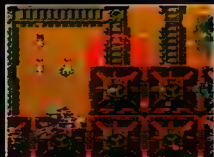
## LEVEL - 4



*The opposition has set up their defense on the islands and there are some very dangerous enemies waiting for you. Don't the enemy gang up on you, or else!*



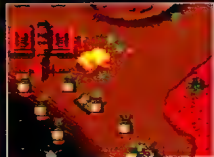
## LEVEL - 5



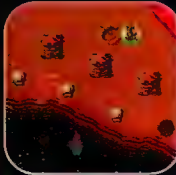
*The enemy has backtracked and is now attacking the earth at full force. You must do a little house cleaning and waste these annoying invaders.*



## LEVEL - 6



*The aliens have retreated to outer space. You no longer have the home field advantage, so be prepared for some furious fire-fighting among the stars.*



**Do you have what it takes to battle through two more intense stages to get to the special stage?**



## FACT-FILE

Manufacturer: Electronic Arts  
Machine: Genesis  
Cartridge Size: 4 Meg  
Number of Levels: NA  
Theme: Sports  
Difficulty: Moderate  
Number of Players: 1 or 2  
Available: Now



## HIT THE ICE!

EA expands their sports series to the ice with NHL Hockey. They've taken hockey and put it at its finest, with fights, penalties, face offs, incredible saves, awesome checking and, skating so real it seems like you're really on the ice! In the two player mode you can play against a friend or both of you can play on the same team.

This game adds two new and interesting features. The first is a password that lets you continue the playoffs from where you left off. And the second is a real cool instant replay mood, where you can even control the speed of the replay, or rewind it to watch it again!



You can play in a tournament for the cup. Play best out of 7 if you're really good!

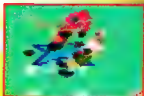


## FACE OFF

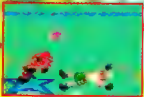
## BUILD SPEED



## MAKE CONTACT

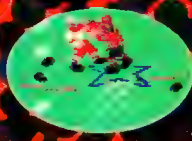


## FLATTEN



## FIGHT!!

Battle it out with your opponent in a real hockey fight using upper cuts and blows to the body. You fight while everybody else sits around and watches you duke it out. Watch out though - both teams will get a player sent to the penalty box.









## FACT-FILE

Manufacturer: Renovation  
Machine: Genesis  
Cartridge Size: 8 Meg  
Number of Levels: NA  
Theme: RPG  
Difficulty: Average  
Number of Players: 1 or 2  
Available: September

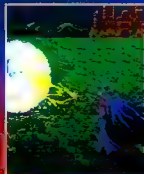
## BRAVE THE MAZES!

Long time ago the powerful Dark Sorceress, Castomira, lived in a place called Arcus. She had planned to use her dark magic to take over the world and reshape it to her liking. Many warriors died trying to defeat her. However, there was one brave soldier named Leaty. He had the unique ability to use the power of light magic and he challenged Castomira. Their battle was great and destroyed most of the land, but Leaty was victorious.

After the battle Castomira was confined to the dark world and Leaty created a magical sword for his descendants but it was lost. The followers of Castomira are becoming stronger, so you must retrieve the sword and return peace to the land.

# ARCUS ODYSSEY

## AMAZING CINEMA DISPLAYS!



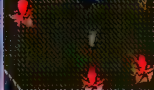
### ACT 1 - LEATY'S POWER



#### BOSS

In the first level you have to find the road to the prison. You will find the way out from a man hidden in the maze. Search the whole maze to find power-ups.

### ACT 2 - THE LOST CAVE



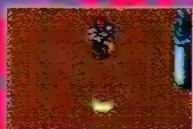
#### BOSS

You are on the road to the prison. First, find the key, then locate the inmates and let them out of their cells. One of them will then show you the way to the next level.

## CHOOSE FROM THESE MIGHTY WARRIORS



You can choose from one of four different characters, each having his/her own traits. Jeddah Chef, the swordsman, possesses a very powerful sword and knows how to use the power of magic. Diana Firey, the archer, is a great fighter, but her knowledge of magic is limited. Erin Gashuna, the warrior maiden, uses a chain sword, but she will only be able to use simple spells. Bead Shira, the magic stick fighter, knows powerful magic and can talk directly to the dark world. Choose your companions wisely and begin your journey to retrieve the sword and return peace to the land.



Jeddah Chef



Diana Firey



Erin Gashuna



Bead Shira



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## FACT-FILE

**Manufacturer:** Acclaim  
**Machine:** GameBoy  
**Cartridge Size:** 1 Meg  
**Number of Levels:** NA  
**Theme:** Action  
**Difficulty:** Average  
**Number of Players:** 1  
**Available:** Sept.

# BART SIMPSON'S ESCAPE FROM CAMP DEADLY

## EAT MY SHORTS!

Bart's back and this time he's on GameBoy. Bart is sent to camp for two months and he doesn't like that at all. And to top it off, his instructor, Ron Fist Burns, doesn't like Bart and plans to make his stay at camp as difficult as it can be. How - by forcing Bart to do things he doesn't want to do, and then turning everybody there against Bart.

It's your job to make sure the camp instructor fails in his plan. All you have to do is keep Bart alive through out his stay. You must climb, jump, throw, and fight your way through your journey. Lisa is your only friend and will help you on your way.

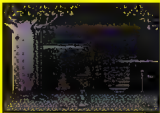
## Get help from Lisa on your quest!



*Lisa will provide you with many power-ups, including a boomerang. This is a very important item which lets you attack your opponents. Use them wisely and make sure to catch them coming back.*



*Lisa will supply you with a bee suit, that will let you to get one of the flags you need, without getting stung by the bees. You can only wear it for a certain amount of time, and don't get hit or you'll lose it.*



MORNING ACTIVITY  
FLAG CAPTURE  
TEAM A  
BART SIMPSON  
TEAM B  
EVERYBODY ELSE  
NO SPITWADS

### Scene 1

*You play a game of capture the flag and it is Bart against everybody else. You must capture three flags to win. Watch out for your deadly foes, and the bees. Take it slow, there are some difficult jumps!*



LUNCH BREAK  
DEVOUR EVERY  
MORSEL  
NO FOOD FIGHTS  
YOU THROW IT  
YOU EAT IT

### Scene 2

*It's lunch time and the others at the camp are trying to stop you from eating your lunch. Use everything you can to make sure they don't succeed. Watch out for the lunchroom supervisor!*





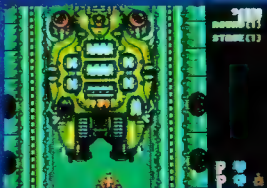
FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY

# MEGA PLAY

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## FACT-FILE

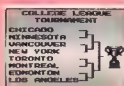
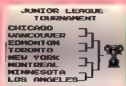
Manufacturer: Konami  
Machine: GameBoy  
Cartridge Size: 1 Meg  
Number of Levels: N/A  
Theme: Sports  
Difficulty: Easy  
Number of Players: 1 or 2  
Available: September

# BLADES OF STEEL

## HE SHOOTS, HE SCORES!!!

Konami is the first company to bring the brutal action of hockey on the go. *Blades of Steel* for the GameBoy contains the same fast action of the NES cart with special additions like a practice mode, which allows you to practice your penalty shots or your fighting abilities.

Also, you can play against the computer or go for some head to head competition against one of your friends. This cart is loaded with three tournaments to beat and all of the bells and whistles that made the NES cart so good.



You can play against the computer on three difficulty levels.



## WHAT WOULD A HOCKEY GAME BE WITHOUT A FEW FIST FIGHTS AND PENALTY SHOTS?

### PRACTICE MODE

Go one on one against the computer in a shoot off. Make sure to perfect your penalty shots, to insure that you'll win in case of a tie game.



Fist it out in a practice fight against the computer. Practice to insure that you aren't the one that is sent to the penalty box.

## CHECK OUT THE AMAZING CINEMA DISPLAY AFTER YOU GET A GOAL





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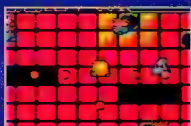
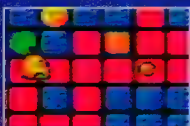
Manufacturer: Sega  
Machine: Game Gear  
Cartridge Size: 1 Meg  
Number of Levels: 99  
Theme: Puzzle  
Difficulty: Easy  
Number of Players: 1  
Available: August

## SLIDE YOUR WAY OVER THE BLOCKS!

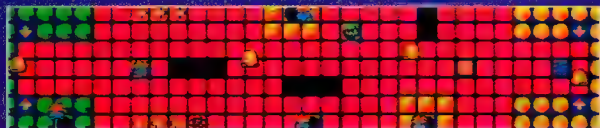
Slider is a puzzle game where you have to walk over blocks and change their color. As you do this there are enemies that will try to stop you, but you can shoot them. Other hazards get in your way like ice, arrows (that shoot you ahead), blocks (that fall when you walk on them), and icons (that make some of the blocks disappear), but, with persistence, you can succeed!



Change the blocks from blue to red in order to advance to the next round.

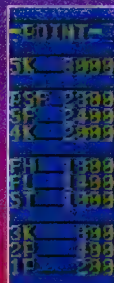


Get the fire icon to increase the number and direction of your shots.



## FACT-FILE

Manufacturer: Sega  
Machine: Game Gear  
Cartridge Size: 1 Meg  
Number of Levels: NA  
Theme: Puzzle  
Difficulty: Average  
Number of Players: 1 or 2  
Available: August



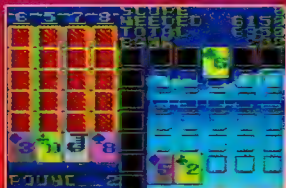
These are the point values you get for certain hands. You want to play your cards right so you can get the best hand, to get the most points!

## Jacks or better to open!

This cart takes two popular card games and combines them to give you a game called solitaire poker. You have to make five card hands and you get a certain number of points for the kind of hand you have. You get the most points for five of a kind. The goal is to get a certain amount of points to get to the next round. The required points increase with each round.



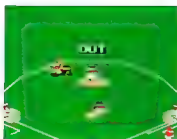
You get points for how good of a hand you have. Your hands are up, down and diagonal. Try getting three of a kind and two of a kind for a full house.



You pick what card you want and then you put it in the spot you would like it to go. Use strategy and planning to get the best out of your hand.



# Double Action, Double Fun on Game Gear



## BATTER UP

**B**ATTER UP has hard-hitting power, screaming line drives, impossible diving catches and sizzling pitches. Whack that fast-ball into the grandstand! Hurl hair-raising curve balls past the batter. Leap to snag mile-high fly balls. You control the lineup, call in pinch hitters and relief pitchers, even bunt and steal bases. Choose from 14 teams, two stadiums, plus five and nine-inning games. With two Game Gears, challenge a friend to create your own world series.

**namco**  
The Game Creator



## PAC-MAN

**H**ere's PAC-MAN, zipping around the maze munching yummy ghosts. If they catch him, he's ghostflakes! Chomp down power dots and fruit treats for big bonus points. Connect two Game Gears for extra ghost-mania. Choose different rounds to even up the competition. When you gulp a ghost, it pops up in your friend's maze. Then he's got double trouble, and you've got the points!

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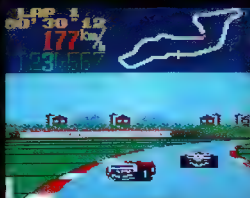
Simulated television picture.



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# AND READY TO GO.

Game Gear™ turns the whole world into your personal playground. That's because the new color portable video game system from Sega™ comes ready to play and packed with possibilities. For one thing, every Game Gear comes with the popular Sega hit, COLUMNS™, pictured left. And that's just the beginning. With Game Gear you can play arcade favorites like G-LOC™, SUPER MONACO GP™ and SHINOBI™ anywhere you want. Or run, climb and leap through the CASTLE OF ILLUSION STARRING MICKEY MOUSE. And lots more games are on the way. They all look great because Game Gear has 32 on-screen colors out of a palette of 4096. The backlit screen means you can play in any kind of light. Even total darkness. And don't forget Game Gear's many optional features. Plug in the TV Tuner\*\* and your Game Gear becomes a hand held color television. Plug in headphones and you've got multi-channel stereo sound. Game Gear also has the added convenience of multiple power sources. It operates on batteries, an AC adapter or a car adapter. So wherever you go, you've got power to spare. Remember, there're lots of ways to go. But with Game Gear you go in style.



SUPER MONACO GP



SHINOBI



CASTLE OF ILLUSION STARRING MICKEY MOUSE

**GAME GEAR™**  
TO GO PORTABLE SEGA GAME SYSTEM

\*Screens shown are actual Game Gear games photographed on a video monitor for reproduction purposes.

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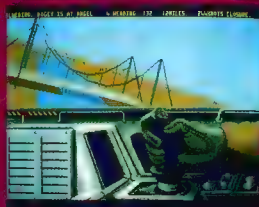
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- 2) Think up a wild, crazy, funky, unbelievable name for three (3) of the moves (like a Sonic Spin).
- 3) Send in, on a postcard: your name, address, age, phone number and the numbers of the photos you plan to name and their move names!
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Streets of Rage Contest  
c/o Electronic Gaming Monthly  
1920 Highland Avenue, Suite 222  
Lombard, Illinois, 60148

Contest Rules: All entries must be received between August 10, 1991 and October 10, 1991. EGM or the judges are not liable for lost or misdirected mail. One entry per person, multiple entries will be disqualified. Prizes are not transferable. Illegible or incomplete entries are ineligible. Void where prohibited. The decision of the judges is final. No purchase necessary to enter. Contest is not open to employees of General Publishing Group, Inc. or Sega of America, or to members of an immediate family, or affiliated with employees. Taxes are the responsibility of the winner. Sega of America reserves the right to cancel this promotion with appropriate notice. Value of prizes: Grand Prize \$1,100; First Prizes \$1,000; Second Prizes \$1,000. Prizes courtesy of Sega of America.

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**This is your opportunity to upgrade your controller as 20 lucky winners will win Sega's premium Arcade Power Stick!**

20 lucky players will win the Sega Genesis brand game of your choice!

## 20 SECOND PRIZES!



## FACT-FILE

**Manufacturer:** Sega  
**Machine:** Master System  
**Cartridge Size:** 2 Meg  
**Number of Levels:** 5  
**Theme:** Action  
**Difficulty:** Moderate  
**Number of Players:** 1  
**Available:** October

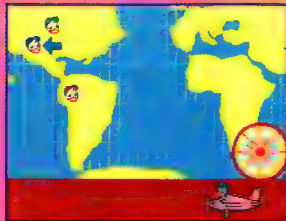
# THE LUCKY DIME CAPER

## QWACK DOWN ON MAGICA DISPELL!

Sega increases its Master System series with a Donald Duck adventure. You play the part of Donald and your nephews have been captured by Magica Dispell. She is holding them captive in order to get at Uncle Scrooge's money. Also, when Magica Dispell grabbed Huey, Dewey and Louie, she also stole Uncle Scrooge's lucky dime. Without this dime Uncle Scrooge's fortune is sure to go down the drain. Donald is the only one that can help out Scrooge McDuck and save Huey, Dewey, and Louie. In the process you must also stop Magica Dispell from becoming the Richest Duck in Duckburg! Go to it Donald!

## STAGE SELECT

When you are rescuing your nephews you can pick what order you want to rescue them in. After you rescue all three you will get more levels to beat.



## STAGE 2

*In this level you have to jump, swim and fight your way in order to advance. You must make some very difficult jumps. In order to beat the boss you should use your head and be sure to get him before he gets you.*



## STAGE 3

*You better hurry up because time is running out! Save your last nephew before Magica Dispell does something awful to him. Watch out for the rolling rocks, and the birds, they can become troublesome.*



## SCENE 1

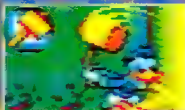




## THE MANY FACES OF DONALD!!



### DONALD'S WEAPONS



The Hammer is very powerful, but it only takes a limited amount of time to use.



The Fireball is useful for long range attacks.

### BOSS 1



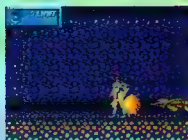
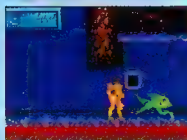
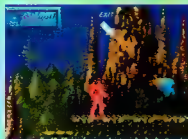
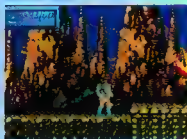
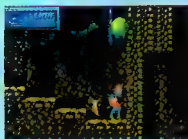
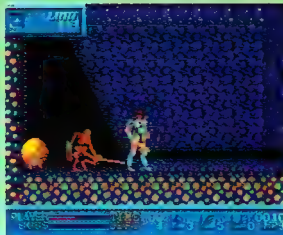


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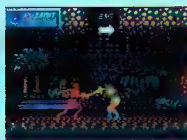
**Manufacturer:** Taito  
**Machine:** Genesis  
**Cartridge Size:** 4 Meg  
**Number of Levels:** 6  
**Theme:** Action  
**Difficulty:** Average  
**Number of Players:** 1  
**Available:** October

## FIGHT FOR YOUR LIFE, AND OTHERS!

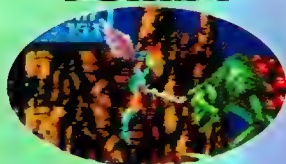
Years ago, humans formed an alliance with the Titans to protect themselves from a horde of demons. Over the years, the Titans have forgotten how to use their magic and the demons are returning to enslave the land. Only you, a Titan youth with mystical powers to change yourself into a centaur, birdman, and fishman have the ability to stop the invasion. Called Saint Sword, you attack the demons searching through mazes for a key that will open the gates leading to the end bosses. Saint Sword has lots of enemies to conquer, and the end bosses are huge! Great music accompanies your quest to save the world.



*When you find the key to the gate, an arrow that shows the right direction will appear. The way to get there is not always what looks like the most direct route.*



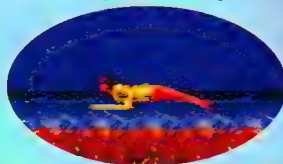
## FORM 1



## FORM 2



## FORM 3





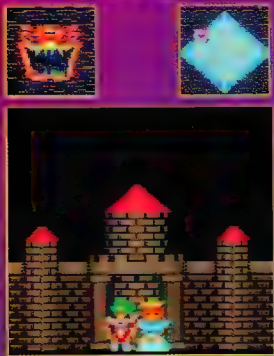
## FACT-FILE

**Manufacturer:** Sage's Creation  
**Machine:** Game Gear  
**Cartridge Size:** 1 meg  
**Number of Levels:** 8  
**Theme:** Action  
**Difficulty:** Easy  
**Number of Players:** 1  
**Available:** 4th Qtr. '91



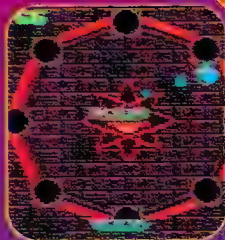
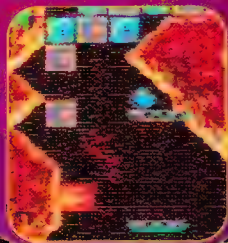
## CAN YOU BEAT THE DEVIL!!

Devilish is not just another paddle ball game. Devilish combines a "Breakout" style game with a puzzle aspect. In this game you must battle your way through 8 different levels, such as Waterfall, Ice World and the Evil Temple. The paddle is movable, it can be changed into four different types of formations. You will meet a variety of enemy characters like Skejeton Warriors, Bloody Wheel, and the French Doll. There are 8 different traps in the levels like Irregular Reflection Zone, Fortune Roulette, and Warp Zone. Blocks are not the only obstacles you must destroy, there are lots of enemy characters preventing you from advancing into the later levels.

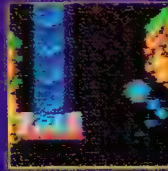
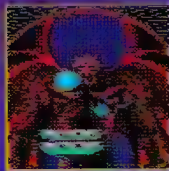
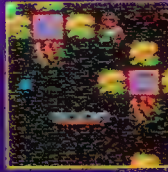
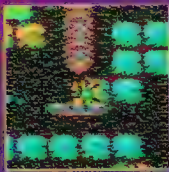
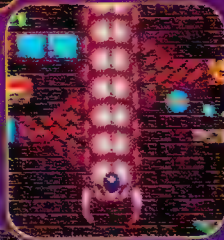


*It was so peaceful! Until the Devil came!*

## ARE YOU READY TO ENTER THE DEVILISH MAZES?



**THERE ARE  
MANY DIFFERENT  
EXTRA BONUS  
TO PICK UP IN  
EACH LEVEL.  
COLLECT ALL  
YOU CAN !!**

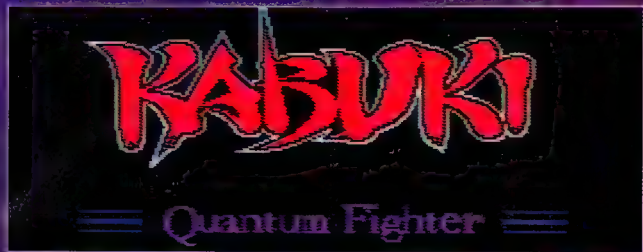




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WINNING  
BIG!**

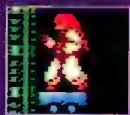
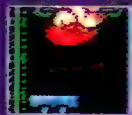


## FACT-FILE

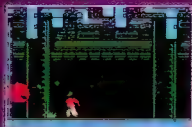
Manufacturer: HAL  
Machine: NES  
Cartridge Size: 2 Meg.  
Number of Levels: 6  
Theme: Action  
Difficulty: Average  
Number of Players: 1  
Available: Now

### THRASH THE KILLER VIRUS

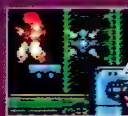
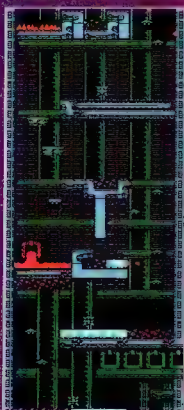
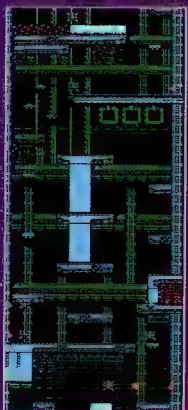
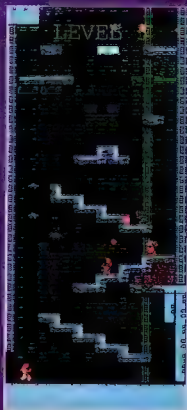
The Earth's defense system has been infected by a virus. Nobody can do anything to get rid of this virus. And the virus plans to destroy the Earth! You are a colonel and you have volunteered to test a new Image Transfer System. This system transfers you into a quantum fighter, and the fate of Earth is in your hands. The U.S. video game team brings you the last 4 levels of this incredible game, and, with this, you'll play like a pro.



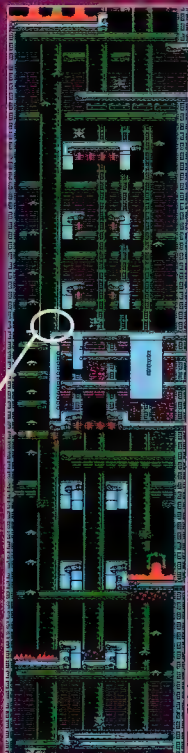
*As a quantum fighter, you possess many skills. One being, that when you hang on a flat platform you can flip up and land on top of it.*



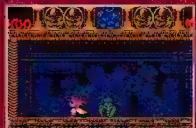
*The best way to defeat this boss is to use your mane. Use your coins for health because by the time you get up to the boss you'll probably need health!*



*There are some very difficult parts in this level where you have to avoid spikes. At this part when you land on top of the platform, you have to land on the left side of it to make sure you don't get hit by the spike.*







Attack this boss with your mane until he goes to the ceiling. Get as many hits in as you can because when he goes to the ceiling the only way you'll be able to hit him is if you use your three way shots.



To defeat this boss, you have to flip up on the platform that is hanging off the side of him. Jump on top of his head, then duck and punch the orb to finish him off.



Jump over the enemy fire to get a 1-up.

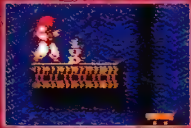
## YOUR FINAL ENCOUNTER!!!



The are two parts to the last boss. The first part you have to attack with your mane. The second part you should use your bolo.



Get the 1-UP



Once you have defeated the enemy, jump up to the 1-UP



Use your three way shots to get past these pits.



LEVEL 5-2



# The U.S. National Video Game Team



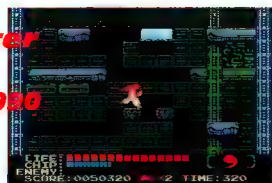
The U.S.  
National Video  
Game Team  
recognizes  
these players  
for their  
outstanding  
game playing  
achievements

# U.S.A.

# TOP SCORE CLUB

# VIDEO GAME HIGH SCORES Effective JULY, 1991

## Game of the Month High Scores!! This Month's Game... Kabuki Quantum Fighter



## Send Scores For... Battletoads All entries by Oct 15 WIN BIG WITH EGM!!

Now you can show off your game playing skills with your very own U.S. National Video Game Team jackets and T-Shirts. Each month the top score on our Game of the Month will be awarded a Team jacket and a card of your choice. Four runners-up will receive official Team T-Shirts! Get your high scores in today!

## 1. Edouard Charbineau 6,957,980

2. Ron Hallberg 6,676,870
3. Ken Murphy 6,590,380
4. Mike Reilly 6,557,640
5. Andrew Walker 6,236,530

NINTENDO

### Game Score Player

|                      |            |                    |
|----------------------|------------|--------------------|
| Abadox               | 88,000     | Mike Miller        |
| After Burner         | 14,335,970 | Jeff Yonan         |
| Bad Dudes            | 689,980    | Jeff Funk          |
| Batman               | 6,502,300  | Jeff Adkins        |
| Burai Fighter        | 100,000    | Target Score       |
| Contra               | 6,553,500  | Joel Winter        |
| Double Dragon        | 236,130    | Joel Winter        |
| Double Dragon 2      | 399,680    | Chris Hoffman      |
| Godzilla             | 9,646,700  | David Wright       |
| Guerrilla War        | 219,400    | Stefan Zarzynski   |
| Karnov               | 534,500    | Ralph Mendes       |
| Marble Madness       | 76,800     | Steve Ryno         |
| Mega Man             | 9,989,700  | Jason Sinclair     |
| Metal Gear 2         | Finished   | Sergio Strugar     |
| Paperboy             | 191,300    | Glenn Stockwell    |
| P.C.W.               | 311,500    | David Wright       |
| Rad Racer            | 39,443     | David Wright       |
| Rampage              | 81,900     | Leslie Ford        |
| Road Blasters        | 989,959    | Ralph Balgassallo  |
| Rolling Thunder      | 92,100     | Ray Severance      |
| Sky Shark            | 1,043,570  | Jeff Yonan         |
| Star Soldier         | 4,280,000  | Edouard Charboneau |
| Super Mario Bros. 3  | 9,999,990  | Sergio Slugal      |
| Tetris               | 307,879    | Dean Enser         |
| TMNT                 | 2,184,100  | Chris Hoffman      |
| Wizards and Warriors | 638,500    | Jim Kilby          |

### Game Score Player

|               |                    |                    |
|---------------|--------------------|--------------------|
| 1943          | 2,947,360          | Christopher Sims   |
| After Burner  | 68,588,000         | Alex Stamos        |
| Arknoad       | 1,165,910          | Rob Siegmenn       |
| APB           | 1,002,234          | Rob Siegmenn       |
| Diner(Pln)    | 89,220,000         | Vince Tennant      |
| Double Dragon | 130,900            | Vince Tennant      |
| Hard Drivin'  | 529,800            | Vince Tennant      |
| Klax          | 3,205,000          | Gerald Brehmy, Jr. |
| Out Run       | 49,050,270         | Christopher Sims   |
| Robocop       | 2,240,600          | Brian Gaudreault   |
| Smash TV      | 12,624,000(1 play) | Todd Bustillo      |
| Super Contra  | 10,840,310         | Dan Lee            |

TURBO GENESIS SEGA

### Game Score Player

|                     |            |                    |
|---------------------|------------|--------------------|
| After Burner        | 13,572,900 | Christopher Sims   |
| Altered Beast       | 234,400    | Alex Stamos        |
| Black Belt          | 889,900    | Rob Siegmenn       |
| Double Dragon       | 627,000    | Todd Feller        |
| Moonwalker          | 21,020     | Vince Tennant      |
| The Ninja           | 1,924,550  | Vince Tennant      |
| Pro Wrestling       | 996,400    | Vince Tennant      |
| Rampage             | 755,460    | Gerald Brehmy, Jr. |
| Realtan             | 31,139,300 | Christopher Sims   |
| R - Type            | 1,128,500  | Brian Gaudreault   |
| Shinobi             | 1,165,750  | Todd Bustillo      |
| Space Harrier 3 - D | 35,257,970 | Dan Lee            |

### Game Score Player

|                    |            |                   |
|--------------------|------------|-------------------|
| After Burner 2     | 30,213,110 | Dan Lee           |
| Air Diver          | 78,023,000 | Steve Swetz       |
| Batman             | 933,600    | Todd Bustillo     |
| Galeas             | 1,791,041  | Jim Hakola        |
| Ghouls & Ghosts    | 1,965,300  | Towie MacPhearson |
| Last Battle        | 62,000     | Alden Low         |
| Moonwalker         | 2,228,900  | Dan Overlander    |
| Phallos            | 2,513,640  | Tony DeSilvey     |
| Revenge of Shinobi | 12,537,800 | Steve Swetz       |
| Shadow Dancer      | 1,114,100  | Tony DeSilvey     |
| Strider            | 327,550    | Jason Walneke     |
| Thunder Force 3    | 7,946,400  | Chris McHugh      |

### Game Score Player

|                  |             |                |
|------------------|-------------|----------------|
| Allen Crush      | 999,999,900 | Barry Bowman   |
| Blazing Lazers   | 99,999,999  | Dale Scordino  |
| Bloody Wolf      | 35,764,000  | Rikky Graham   |
| Bonk's Adventure | 999,999     | Chris Nygard   |
| Cyber Core       | 9,999,999   | Joel Winter    |
| Galaga 90        | 1,504,140   | Jeff Yonan     |
| JJ & Jeff        | 10,175,650  | Chris Camera   |
| Legendary Axe    | 30,068,300  | Ronald Winslow |
| Monster Lair     | 561,090     | Paul Cinkar    |
| Side Arms        | 6,396,400   | Jim Hakola     |
| Space Harrier    | 31,265,570  | Jim Hakola     |
| Splatterhouse    | 3,550,000   | Jason Walneke  |

Rules - All scores on Battletoads must be received by October 15, 1991. If maximum scores are reached, a drawing of all maximum scorers will be conducted to determine prize winners. All scores must be submitted on official Team entry forms an accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the judges will be final. For up to the minute high scores call 1-708-916-8474.



# GAMETRONIX

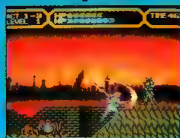
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FAX ORDERS AND INQUIRIES 713-342-4630



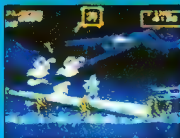
MEGA DRIVE CD-ROM



GALAXY FORCE II (M/D)



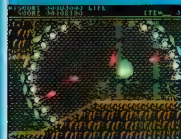
VALIS IV (PC-CD)



SUPER GHOULS & GHOSTS (SFC)



BEAST WARRIORS (M/D)



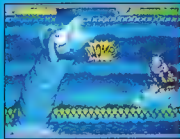
MONSTER FIGHTER (MD-CD)



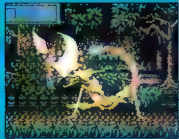
BARE KNUCKLES (M/D)



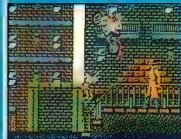
SPBGGAN (PC-CD)



JOE and MAC (SFC)



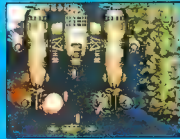
SAINT SWORD (M/D)



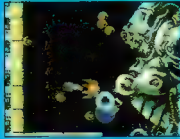
EL VIENTO (M/D)



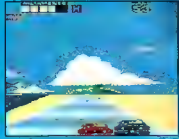
WRESTLE WAR (M/D)



1941 (SUPER GRAFX)



SUPER R-TYPE (SFC)



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# GAME OVER!

## SONIC THE HEDGEHOG

### STOP DR. ROBOTNIK'S EVIL PLAN!

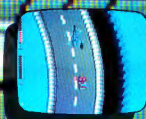
You're a hedgehog with a mission. Dr. Ivo Robotnik has captured animals and used them in experiments, turning them into robots. Only you can save them by destroying Robotnik's machines. You must run and jump your way through different worlds, each one with 3 levels. To get this ending, you'll have to be Robotnik's final killer machine. If you manage to get all 6 chaos gems in the special stage, you'll get a different ending!





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